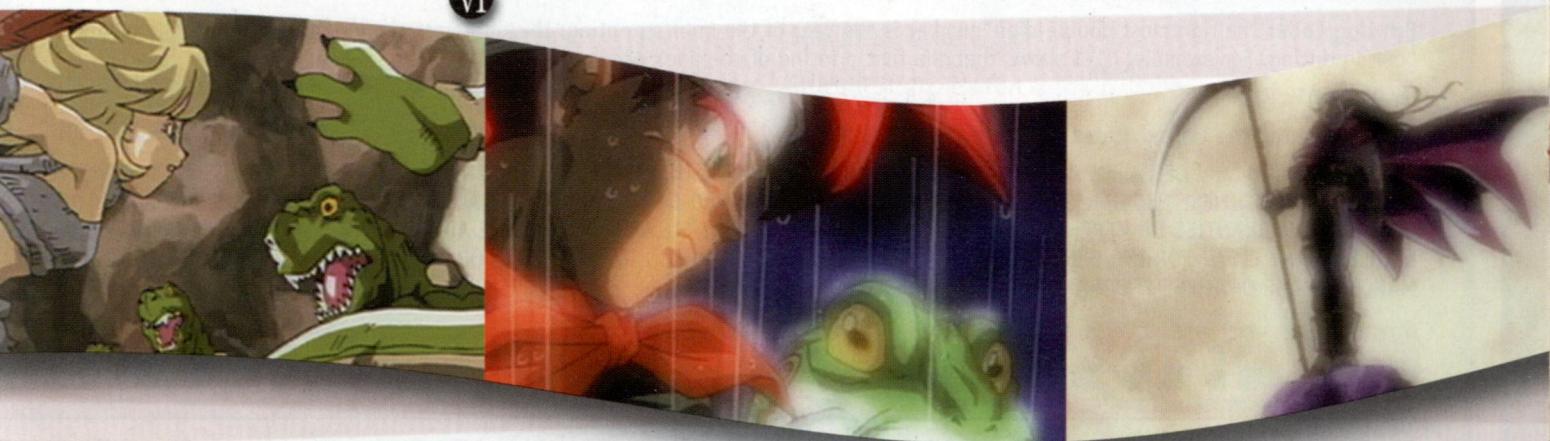


FINAL FANTASY CHRONICLES™

OFFICIAL STRATEGY GUIDE



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INTRODUCTION

What a truly great honor it is to write strategies for these two incredible games! Both are established classics in the RPG genre, and are still sought out and referred to even in these days of high-tech 3D and massive polygon counts.

I first played *Chrono Trigger* about six years ago, and it has always stuck out in my mind as one of the best RPGs ever made. I was a bit leery about a PlayStation conversion, but my fears were firmly laid to rest by the eloquence with which Square has refurbished the game. Every bit of fun found in the original version is still here, and the new anime cutscenes are a welcome addition. Animator Akira Toriyama is the world-famous creator of *Dragon Ball* and *Dragon Ball Z*. The characters he designed for *Chrono Trigger* are still just as endearing as any of his other great creations. Plus, new features such as the Extras Mode give this version of my favorite RPG an even greater replay value!

So with all my praising aside, please enjoy *Chrono Trigger*. I sincerely hope that the guide we've assembled does justice to this fantastic gaming treasure!

-Dan Birlew

CHARACTERS

CHARACTER-SPECIFIC ITEMS

Each character specializes in a certain type of weapon, so when you change weapons in the menu, only the weapons that pertain to each character are shown. Therefore, weapons are found under that character's description in this section. Some helmets and pieces of armor are also gender or character-specific. Check the tables in the **Equipment** section for details.

CHARACTER STATUS

If you open the character menu and select any of the party members, you can see that each has a set of statistics that determines their strengths and weaknesses. These statistics can all be improved by equipping weapons and accessories with status bonuses, or by "Leveling Up". When a statistic reads "++", it means that the maximum has been reached. You must understand these statistics in order to create a well-balanced party of fighters.



LEVEL: *The measure of the character's expertise. Determined on an individual basis by the amount of EXP gained. As Level increases, all statistics improve except for Speed. Maximum: 99*

HP: *The amount of damage points a character can sustain. Can be recovered by consuming Tonics, casting spells, or by using Shelters. Resting at an Inn will restore every character's HP and MP, even the ones that aren't in the current party. At 0 HP, a character goes into KO status. When the battle is over, the character will automatically revive with 1 HP, or they can be revived during battle when a fellow party member uses a Revive item, or Life spell, on them. HP increases as Level increases. HP can be artificially increased by equipping certain Accessories. Maximum: 999*

MP: *Points that can be used to cast spells or execute techniques. As you are selecting the technique from the battle menu, the number of MP that will be spent is displayed. MP increase as level increases. MP usage can be reduced by equipping certain Accessories. Maximum: 99*

POWER: *Represents the character's ability to inflict damage. Improves the Attack power of weapons. Increases according to Level. Can be permanently increased by consuming a Power Tab. Maximum: 99*

HIT: *The percentage chance probability of the character performing a "Critical Hit". When this occurs, the screen flashes and the character seems to attack twice. The rate of damage is doubled. Some weapons and accessories can even triple or quadruple damage from a Critical Hit! Maximum: 99*

EVADE: *Percentage chance that an attack will "MISS" your character. Seems to be relevant to the abilities of the enemy. Increases with Level. Maximum: 99*

SPEED: *The rate at which the Battle Gauge fills. Determines how frequently the character is ready to attack or perform techniques. Does not increase with Level, only by equipping items. Can also be permanently increased by consuming a Speed Tab. While every other statistic goes up to 99, Speed's Maximum is 16.*

MAGIC: *A measure of the strength and effectiveness of magic spells and techniques. Increases with Level. Can be permanently increased using a Magic Tab. Maximum: 99*

STAMINA: *The physical constitution of your character. Determines the base ability to avoid poisoning and status abnormalities. Slightly improves the combined Defense abilities of Armor and Helmets. Improves as Level increases. Maximum: 99*

MAGIC DEFENSE: *The chance that a spell will "MISS" your character. Also represents the character's ability to slightly lower damage from a spell or technique performed by an enemy. Improves with Level. Maximum: 99*

EXPERIENCE: *Points that determine the expertise of your character. EXP are gained by defeating enemy parties in combat. EXP represents the number of points that each character gains, including characters that are not in the current battle party. Therefore, characters that do not fight as often do not suffer from lack of experience.*

NEXT: *The amount of EXP required for that character to reach the next Level. The amounts for each character to reach each Level are determined on an individual basis, so some characters will not Level Up as fast as others.*

STATUS ABNORMALITIES

During combat, your characters can sometimes be inflicted with impairments that can reduce or totally block their ability to continue fighting. All Status Abnormalities are removed when the battle ends, but they can also be removed by using a Heal item.

Status Abnormalities can be blocked or reduced by equipping certain items on your character beforehand. Some spells allow characters to inflict statuses on enemies, and some weapons have the same effects. Use Status Abnormalities to your benefit if possible. Your enemies certainly will!



POISON: HP slowly decreases. Your attacks are weakened.



SLOW: Lowers speed of Battle Meter. Increases the time between attacks.



SLEEP: Lowers your guard, prevents you from attacking. Can be removed by attacking character.



CHAOS: Confuses you into attacking allies and enemies randomly. A little tough on friendships! Can be removed by attacking character.



BLIND: Increases chances of "MISS".



LOCK: Can't use any techniques.



STOP: Immobilizes and disables character. Can't attack or use items.



FURTHER TRAINING

If you need to know more, head straight from Crono's house to the Mayor's Manor in Truce. Talk to everyone inside the manor to learn more about the game, the combat system, and using techniques. There are even some useful technical notes discussed here that can help you enjoy the game more. You can't get a better hands-on tutorial than that!

CRONO

Magic Element: Lightning

A young lad from Truce attempting to enjoy the festivities at the Millennial Fair. Little does he expect to be drawn into a perilous quest through time to save the universe!

CRONO'S WEAPONS

ITEM	DESCRIPTION	ATK
Mop		1
Wood Sword		3
Iron Blade		7
Steel Saber		15
Lode Sword		20
Bolt Sword		25
Red Katana	Magic +2	30
Flint Edge		40
Slasher	Speed +2	43
Aeon Blade		70
Demon Edge	1.5x hit on Mg enemies	90
Alloy Blade		110
Star Sword		125
Vedic Blade		135
Swallow	Speed +3	145
Kali Blade		150
Slasher 2		155
Shiva Edge	4x damage at critical	170
Rainbow	70% critical hit rate	220



MARLE

Magic Element: Water

A nice young lady with a ferocious temper who bumps into Crono at the fair. But do they meet by coincidence, or was it destined by fate?

MARLE'S WEAPONS

ITEM	DESCRIPTION	ATK
Bronze Bow		3
Iron Bow		15
Lode Bow		20
Robin Bow		25
Sage Bow		40
Dream Bow		60
Comet Arrow		80
Sonic Arrow	Random Slow Spell	100
Siren	Random Stop Spell	140
Valkyrie		180



LUCCA

Magic Element: Fire

A brilliant young inventor who endeavors to break the barriers of time and space with her devices. Will her meddlesome gadgets spell doom for the world, or be the key to saving it?

LUCCA'S WEAPONS

ITEM	DESCRIPTION	ATK
Air Gun		5
Dart Gun		7
Auto Gun		15
Plasma Gun	Random Stop Spell	25
Ruby Gun		40
Dream Gun		60
Megablast		80
Shock Wave	Random Chaos Spell	110
Wonder Shot	Damage can vary	250



FROG

Magic Element: Water

The valiant amphibious protectorate of the Guardia throne, Frog comes from the Middle Ages. He seeks to avenge his disgraced past, which accounts for his current form.

FROG'S WEAPONS

ITEM	DESCRIPTION	ATK
Bronze Edge		6
Iron Sword		10
Masamune		75
Flash Blade		90
Pearl Edge	1.5x hit on Mg enemies	105
Rune Blade	Magic +4	120
Demon Hit	2x hit on Mg enemies	120
Brave Sword		135
Masamune II		200



ROBO

Magic Element: None

Robo is a humanoid security sentry from the year 2300 AD. Due to Lucca's ingenious and mechanical know-how, Robo becomes functional again and joins the party to change the fate of humankind.

ROBO'S WEAPONS

ITEM	DESCRIPTION	ATK
Tin Arm		20
Hammer Arm		25
Mirage Hand		30
Stone Arm		40
Doom Finger		50
Magma Hand		70
Megaton Arm		90
Big Hand		105
Kaiser Arm		120
Giga Arm		135
Terra Arm		150
Crisis Arm	Attack changes below 10 HP	1



AYLA

Magic Element: None

The proud and strong chief of the prehistoric Ioka tribe, Ayla seeks to protect her people from the threat of the malevolent Reptites. But she doesn't realize what the fiendish creatures have in store for the human race.

Ayla doesn't use weapons, relying instead on her brute strength to dispatch enemies. However, as she attains higher experience levels, her fists will upgrade automatically.

MAGUS

Magic Element: Shadow

The twisted and arrogant wizard from the Middle Ages who seeks to summon forth the apocalyptic force known as Lavos. But are his intentions truly malevolent, or does his cause serve a higher purpose?

Recruiting Magus into your party is optional. He doesn't learn Dual Techs, but his Shadow-based Triple Techs are incredibly powerful.

AYLA'S FISTS

ITEM	DESCRIPTION	LVL
Fist		1
Iron Fist	Random Chaos Spell/ Critical Hit rate up	73
Bronze Fist	9999 points of damage at Critical	96



MAGUS'S WEAPONS

ITEM	DESCRIPTION	ATK
Dark Scythe		120
Hurricane		135
Star Scythe		150
Doom Sickle	Attack up when Ally falls	160



TECHNIQUES

Techniques include special attacks and Magic spells that the characters learn as they progress in the game. Techniques are learned by acquiring Tech Points through defeating enemies. Open the Tech Menu and select any character. Techs in white indicate learned abilities and spells. Techs with stars (*) are Magic spells or techniques that strike with an elemental property. Techs in yellow are usable outside of combat by active members of the party. These are curative or status-affecting abilities. Techs in gray are the next technique to learn. The number of Tech Points required to learn the skill are displayed to the left, and this number decreases as Tech Points are won from battles.

Before selecting a character, point the hand cursor at them and press Right on the D-pad, to scroll over to the Dual Tech and Triple Tech menus. These are learned after your individual characters learn certain techniques, and after they spend some time fighting alongside different party members.

AREA OF EFFECT

When you select a technique to perform during battle, the solid hand cursor will point at the enemy who will be at the center of the area of effect. The rapidly blinking hand cursor(s) point at enemies who will also be hit by the attack. Some spells have a circular area of effect. Some affect enemies that are in a horizontal line, and some affect enemies in a vertical line. Other techniques affect all the enemies onscreen, no matter where they stand. Yet, even these have primary and secondary targets as indicated by the hand cursors, so point them at the appropriate opponent.

ELEMENTAL EFFECT

Magic spells are different from other techniques in that they use an elemental property in their casting. Some characters possess an inherent element, such as Crono and Lightning, or Marle and Water. This means that they are only capable of casting one elemental type of magic, and they are more vulnerable to Magic spells of the opposite element. For instance, Marle takes more damage from a Fire spell, and Lucca would take less damage because it is her inherent elemental property.

Monsters and enemies have these same strengths and weaknesses. Water-based spells quench Fire or desert monsters, Fire-based spells broil sea creatures, Shadow creatures can be killed by Lightning, and electric-based creatures can be dispatched by Shadow. Sometimes a certain type of monster or creature has a special weakness. For instance, dinosaurs and other Reptites become weaker when struck by Lightning. Elemental properties often affect your strategy, and mastery of elemental magic can make the difference in most major battles with "boss" enemies.

SINGLE, DUAL AND TRIPLE TECHS

Single Techs are spells or moves performed by one character. Dual Techs are spells and moves learned by two characters teaming up. Triple Techs are massive attacks unleashed by the combined efforts of the entire three-person party.

While Single Techs are learned in a straightforward manner by collecting Tech Points, Dual and Triple Techs are learned in a different manner. Obtaining Dual or Triple Techs occurs after certain Single Techs are learned by characters that are in the party together. For example, Crono learns Cyclone, and Marle learns Aura. They immediately learn Aura Whirl if they are in the party together. If they are not in the party together for some reason, then they will learn Aura Whirl after their next battle together. The same thing applies to Triple Techs. After Crono learns Lightning2, Marle learns Ice2, and Lucca learns Fire2, they will learn Delta Force together. That's not always how it works. Sometimes one of the characters in the trio must be equipped with a certain Accessory before a Triple Tech is available.

TECHNIQUE LISTS

Names with a * are Magic Spells. Elemental properties apply.

CRONO'S SINGLE TECHS

NAME	DESCRIPTION	TARGET	MP
Cyclone	Spin-cut nearby enemies	Circle	2
Slash	Slash attack	Line	2
*Lightning	Attack using Lightning	1 Enemy	2
Spincut	2x damage	1 Enemy	4
*Lightning2	Strikes all enemies	All Enemies	8
*Life	Bring ally back to life	1 Ally	10
Confuse	Attack enemy w/Confuse 4 times	1 Enemy	12
*Luminaire	Ultimate damage on all enemies	All Enemies	20

MARLE'S SINGLE TECHS

NAME	DESCRIPTION	TARGET	MP
Aura	Restore ally's HP (Some)	1 Ally	1
Provoke	Confuse enemy	1 Enemy	1
*Ice	Attack enemy w/Ice	1 Enemy	2
*Cure	Heal ally (More)	1 Ally	2
*Haste	Cut ally's wait time by 1/2	1 Ally	6
*Ice2	Damage all enemies w/Ice	All Enemies	8
*Cure2	Heal ally (Full)	1 Ally	5
*Life2	Revive and restore all HP	1 Ally	15

LUCCA'S SINGLE TECHS

NAME	DESCRIPTION	TARGET	MP
Flame Toss	Hit all enemies on a line	Line	1
Hypno Wave	Put enemies to sleep	1 Enemy	1
*Fire	Fire damage /one enemy	1 Enemy	2
Napalm	Damage enemies in bomb area	Circle	3
*Protect	Ups ally's physical defense	1 Ally	6
*Fire2	Fire damage /all enemies	All Enemies	8
Mega Bomb	Damage enemies in bomb area	Circle	15
*Flare	Strongest Fire magic attack	All Enemies	20

FROG'S SINGLE TECHS

NAME	DESCRIPTION	TARGET	MP
Slurp	Restore ally's HP (Some)	1 Ally	1
Slurp Cut	Snag and slash enemy	1 Enemy	2
*Water	Damage enemy w/ Water	1 Enemy	2
*Heal	Restore allies' HP (More)	All Allies	2
Leap Slash	Leap-slash an enemy	1 Enemy	4
*Water2	Damage all enemies w/ Water	All Enemies	8
*Cure2	Restore ally's HP (Full)	1 Ally	5
Frog Squash	Low HP = greater damage	All Enemies	15

ROBO'S SINGLE TECHS

NAME	DESCRIPTION	TARGET	MP
Rocket Punch	Punch enemy	1 Enemy	1
Cure Beam	Restore ally's HP (Some)	1 Ally	2
Laser Spin	Laser Spin / All enemies	All Enemies	3
Robo Tackle	Tackle enemy	1 Enemy	4
Heal Beam	Restore all allies HP (Some)	All Allies	3
Uzzi Punch	Hit enemy w/Multi-Punch	1 Enemy	12
Area Bomb	Damage enemy w/Melt beam	1 Enemy	14
Shock	Damage all enemies w/Max Shock	All Enemies	17

AYLA'S SINGLE TECHS

NAME	DESCRIPTION	TARGET	MP
Kiss	HP (Some) & Status restored	1 Ally	1
Rollo Kick	Rollokick an enemy	1 Enemy	2
Cat Attack	A savage cat attack	1 Enemy	3
Rock Throw	Stone an enemy	1 Enemy	4
Charm	Steal from enemy	1 Enemy	4
Tail Spin	Damage enemies w/Tailspin	Circle	10
Dino Tail	Low HP = greater damage	All Enemies	15
Triple Kick	Damage enemy w/ Triple Kick	1 Enemy	20

MAGUS'S SINGLE TECHS

NAME	DESCRIPTION	TARGET	MP
*Lightning2	Damage enemies w/ Lightning	All Enemies	8
*Ice2	Damage enemies w/ Ice	All Enemies	8
*Fire2	Damage enemies w/ Fire	All Enemies	8
*Dark Bomb	Damage enemies w/ Dark Bomb	Circle	8
*Magic Wall	Ups ally's Mag. Def.	1 Ally	8
*Dark Mist	Damage enemies w/Dark Mist	All Enemies	10
*Black Hole	Power of Life/Death	All Enemies	15
*Dark Matter	Black Magic damage	All Enemies	20

DUAL TECHS

The last column shows the Single Techs each character needs to learn the Dual Tech.

CHARACTERS & MP	TECH NAME	DESCRIPTION	TARGET	REQUIRED TECHS
Crono(2)	Aura Whirl	Restore allies' HP (Some)	All Allies	Cyclone
Marle(1)				Aura
Crono(4)	Ice Sword	Ice Sword attack	1 Enemy	Spincut
Marle(2)				Ice
Crono(12)	Ice Sword2	Ice Sword attack	Circle	Confuse
Marle(8)				Ice2
Crono(2)	Fire Whirl	Flame Whirl attack	Circle	Cyclone
Lucca(1)				Flame Toss
Crono(4)	Fire Sword	Fire Sword attack	1 Enemy	Spincut
Lucca(2)				Fire
Crono(12)	Fire Sword2	Fire Sword attack	Circle	Confuse
Lucca(8)				Fire2
Crono(2)	Rocket Roll	Rocket Roll multi-attack	All Enemies	Slash
Robo(3)				Laser Spin
Crono(4)	Max Cyclone	Crono's Max Cyclone	Circle	Spincut
Robo(3)				Laser Spin
Crono(8)	Super Volt	Super Volt attack	All Enemies	Lightning2
Robo(17)				Shock
Crono(2)	X Strike	Attack enemy w/ X strike	1 Enemy	Cyclone
Frog(2)				Slurp Cut
Crono(4)	SwordStream	Attack enemy w/ Sword Stream	1 Enemy	Spincut
Frog(2)				Water
Crono(8)	Spire	Attack enemy w/ Spire	1 Enemy	Lightning2
Frog(4)				Leap Slash
Crono(2)	Drill Kick	Attack enemy w/ Drill Kick	1 Enemy	Cyclone
Ayla(2)				Rollo Kick
Crono(2)	Volt Bite	Attack enemy w/ Volt Bite	1 Enemy	Lightning
Ayla(3)				Cat Attack



CHARACTERS & MP	TECH NAME	DESCRIPTION	TARGET	REQUIRED TECHS
Crono(4)	Falcon Hit	Crono's Falcon Hit	Hori. Line	Spincut
Ayla(4)				Rock Throw
Marle(2)	Antipode	Attack enemies w/ Antipode	Circle	Ice
Lucca(2)				Fire
Marle(8)	Anitpode2	Attack enemies w/ Antipode2	Circle	Ice2
Lucca(8)				Fire2
Marle(8)	Antipode3	Attack enemies w/ Antipode3	All Enemies	Ice2
Lucca(20)				Flare
Marle(1)	Aura Beam	Restore allies' HP (Some)	All Allies	Aura
Robo(2)				Cure Beam
Marle(2)	Ice Tackle	Attack enemy w/ Glacier	1 Enemy	Ice
Robo(4)				Robo Tackle
Marle(5)	Cure Touch	Restore allies HP (Full)	All Allies	Cure2
Robo(3)				Heal Beam
Marle(2)	Ice Water	Attack enemies w/ Ice Water	All Enemies	Ice
Frog(2)				Water
Marle(8)	Glacier	Massive Ice attack	1 Enemy	Ice2
Frog(8)				Water2
Marle(5)	Double Cure	Restore allies' HP (Full)	All Allies	Cure2
Frog(5)				Cure2
Marle(1)	Twin Charm	Steal from enemy	1 Enemy	Provoke
Ayla(4)				Charm
Marle(2)	Ice Toss	Attack enemy w/ Ice Toss	Circle	Ice
Ayla(4)				Rock Throw
Marle(8)	Cube Toss	Attack enemy w/ Cube Toss	Circle	Ice2
Ayla(4)				Rock Throw
Lucca(2)	Fire Punch	Burn enemies w/ Fire Punch	Circle	Fire
Robo(1)				Rocket Punch
Lucca(8)	Fire Tackle	Burn enemy w/ Fire Tackle	1 Enemy	Fire2
Robo(4)				Robo Tackle
Lucca(15)	Double Bomb	Robo's Max Bomb attack	1 Enemy	Mega Bomb
Robo(14)				Area Bomb
Lucca(2)	Red Pin	Burn enemy w/ Flame Slash	1 Enemy	Fire
Frog(4)				Leap Slash
Lucca(15)	Line Bomb	Bomb enemies on a line	Hori. Line	Mega Bomb
Frog(4)				Leap Slash
Lucca(20)	Frog Flare	Ult. 2x damage / multiple	All Enemies	Flare
Frog(15)				Frog Squash
Lucca(2)	Flame Kick	Burn enemy w/ Flame Kick	1 Enemy	Fire
Ayla(2)				Rollo Kick
Lucca(8)	Fire Whirl	Burn enemy w/ Fire Whirl	All Enemies	Fire2
Ayla(10)				Tail Spin
Lucca(8)	Blaze Kick	Burn enemy w/ Blaze Kick	1 Enemy	Fire2
Ayla(20)				Triple Kick
Frog(2)	Blade Toss	Frog's Blade Toss	Hori. Line	Slurp Cut
Robo(3)				Laser Spin
Frog(2)	Bubble Snap	Robo's Bubble Snap	1 Enemy	Water
Robo(4)				Robo Tackle
Frog(5)	Cure Wave	Restore all allies HP (Full)	All Allies	Cure2
Robo(3)				Heal Beam
Frog(1)	Slurp Kiss	Restore all allies' HP & Status	All Allies	Slurp
Ayla(1)				Kiss
Frog(2)	Bubble Hit	Attack enemy w/ Bubble Hit	1 Enemy	Water
Ayla(2)				Rollo Kick
Frog(4)	Drop Kick	Inferno Toss	1 Enemy	Leap Slash
Ayla(20)				Triple Kick
Robo(4)	Boogie	Halts all enemies	All Enemies	Robo Tackle
Ayla(4)				Charm
Robo(4)	Spin Kick	Attack enemy w/ Spin Kick	1 Enemy	Robo Tackle
Ayla(2)				Rollo Kick
Robo(12)	Beast Toss	Hurl an enemy!	1 Enemy	Uzzi Punch
Ayla(4)				Rock Throw

TRIPLE TECHS

The last column shows any items required to invoke the Triple Tech.

CHARACTERS & MP	TECH NAME	DESCRIPTION	TARGET	REQUIRED TECHS	REQ. ITEMS
Crono(8)	Delta Force	Elemental Damage / multiple	All Enemies	Lightning2	
Marle(8)				Ice2	
Lucca(8)				Fire2	
Crono(15)	Lifeline	Revive / restore allies once	All Allies	Lightning	
Marle(15)				Life2	
Robo(3)				Heal Beam	
Crono(4)	Arc Impulse	Attack w/ Ice Slash	1 Enemy	Spincut	
Marle(8)				Ice2	
Frog(4)				Leap Slash	
Crono(8)	Final Kick	Attack w/ Final Kick	1 Enemy	Lightning2	
Marle(8)				Ice2	
Ayla(20)				Triple Kick	
Crono(4)	Fire Zone	Crono's Fire Zone	Circle	Spincut	
Lucca(8)				Fire2	
Robo(3)				Laser Spin	
Crono(8)	Delta Storm	Elemental Attack / multiple	All Enemies	Lightning2	
Lucca(8)				Fire2	
Frog(8)				Water2	
Crono(8)	Gatling Kick	Attack w/ Gatling Kick	1 Enemy	Lightning2	
Lucca(8)				Fire2	
Ayla(20)				Triple Kick	
Crono(2)	Triple Raid	Delta Attack	1 Enemy	Cyclone	
Frog(2)				Slurp Cut	
Robo(4)				Robo Tackle	
Crono(2)	3D Attack	Delta Attack	1 Enemy	Cyclone	
Frog(2)				Slurp Cut	
Ayla(20)				Triple Kick	
Crono(2)	Twister	Trio Whirl / multiple	All Enemies	Cyclone	
Robo(3)				Laser Spin	
Ayla(10)				Tail Spin	
Robo(4)	Spin Strike	Damage w/ Whirl Jump Cut	1 Enemy	Robo Tackle	Silver Rock
Frog(4)				Leap Slash	
Ayla(10)				Tail Spin	
Frog(15)	Grand Dream	Physical Attack w/ New Masamune	All Enemies	Frog Squash	Gold Rock
Marle(15)				Life2	
Robo(3)				Laser Spin	
Magus(8)	Omega Flare	Ultimate Laser	All Enemies	Dark Bomb	Blue Rock
Robo(3)				Laser Spin	
Lucca(20)				Flare	
Magus(20)	Dark Eternal	Ultimate Dark Bomb	All Enemies	Dark Matter	Black Rock
Marle(8)				Ice2	
Lucca(8)				Fire2	
Marle(1)	Poyozo Dance	Damage w/ ? Magic & Chaos	All Enemies	Provoke	White Rock
Lucca(1)				Hypno Wave	
Ayla(10)				Triple Kick	



EQUIPMENT & ITEMS

ARMOR

NAME	DESCRIP.	DEF	EQUIP ON
Hide Tunic		5	All
Karate Gi		10	All
Bronze Mail		16	Males
Maiden Suit		18	Females
Iron Suit		25	All
Titan Vest		32	All
Taban Vest	Speed +2	33	Lucca Only
Gold Suit		39	All
Ruby Vest	Cuts Fire by 50%	45	All
Dark Mail	Magic Defense +5	45	Males
White Vest	Absorbs 50% of Lightning hits	45	All
Black Vest	Absorbs 50% of Shadow hits	45	All
Blue Vest	Absorbs 50% of Water hits	45	All
Red Vest	Absorbs 50% of Fire hits	45	All
Meso Mail		52	All
Mist Robe		54	Females
Lumin Robe	Magic Defense +5	63	Females
Flash Mail		64	Males
White Mail	Absorbs Lightning hits	70	All
Black Mail	Absorbs Shadow hits	70	All
Blue Mail	Absorbs Water hits	70	All
Red Mail	Absorbs Fire hits	70	All
Lode Vest		71	All
Aeon Suit		75	All
Raven Armor		76	Magus Only
Ruby Armor	Cuts Fire by 80%	78	All
Taban Suit	Speed +3	79	Lucca Only
Zodiac Cape	Magic Defense +10	80	Females
Nova Armor	Protects status	82	Males
Gloom Cape		84	Magus Only
Moon Armor	Magic Defense +10	85	Males
Prism Dress	Cut Magic attack by 1/3	99	Females

REGULAR ITEMS

NAME	DESCRIP.
Tonic	Restores 50 HP
Mid Tonic	Restores 200 HP
Full Tonic	Restores 500 HP
Ether	Restores 10 MP
Mid Ether	Restores 30 MP
Full Ether	Restores 60 MP
Hyper Ether	Restores all MP
Elixir	Restores HP/MP
Mega Elixir	Restores HP/MP for all
Heal	Restores Status
Revive	Revives an ally
Shelter	Recovers HP/MP at Save Points
Power Meal	Recovers from ?
Lapis	Restores 200 HP for all
Barrier	Cuts magic hits by 1/3
Shield	Cuts physical hits by 1/3
Power Tab	Power +1
Magic Tab	Magic +1
Speed Tab	Speed +1

HELMETS

NAME	DESCRIP.	DEF	EQUIP ON
Hide Cap		3	All
Bronze Helm		8	All
Iron Helm		14	All
Beret		17	Females
Gold Helm		18	Males
Rock Helm		20	All
CeraTopper		23	All
Taban Helm	Magic Defense +10	24	Lucca Only
Glow Helm		25	Males
Lode Helm		29	All
Doom Helm		29	Magus Only
Sight Cap	Prevents Chaos	30	All
Memory Cap	Prevents Lock	30	All
Time Hat	Prevents Stop and Slow	30	All
Aeon Helm		33	All
Mermaid Cap	Cuts Water hits by 50%	35	All
Rainbow Helm	Cuts Lightning hits by 50%	35	All
Dark Helm	Cuts Shadow hits by 50%	35	Males
Haste Helm	50% less time between attacks	35	All
Vigil Hat	Protects status	36	All
Safe Helm	Cuts physical damage by 1/3	38	All
Prism Helm	Def. +9 Locks status	40	All
Gloom Helm	Protects status	42	Magus
OzziePants	Causes Confusion	45	All

ACCESSORIES (ALPHABETICAL)

NAME	DESCRIP.	EQUIP ON
Amulet	Protects status	All
Bandana	Speed +1	All
Berserker	Auto attack / Hit & Def. Up	All
Black Rock	Invokes Triple Tech, Dark Eternal	Lucca, Magus, Marle
Blue Rock	Invokes Triple Tech, Omega Flare	Lucca, Magus, Robo
Charm Top	Charm power up	Ayla Only
Dash Ring	Speed +3	All
Defender	Vigor +2	All
Flea Vest	Magic Defense +12	All but Lucca
Frenzy Band	80% Counterattack rate	All
Gold Earring	Max HP up by 50%	All
Gold Rock	Invokes Triple Tech, Grand Dream	Frog, Marle, Robo
Gold Stud	MP use cut by 75%	All
Green Dream	One-time auto reanimate	All
Hero Medal	Ups critical rate of Masamune	Frog Only
Hit Ring	Strike +10	All
Magic Ring	Magic +6	All
Magic Scarf	Magic +2	All
Magic Seal	Magic: Magic Defense +5	All
Muscle Ring	Vigor +6	All
Power Glove	Power +2	All
Power Ring	Power +6	All
Power Scarf	Power +4	All
Power Seal	Power: Vigor +10	All
Prism Specs	Ups attack power to the max	All
Rage Band	50% Counterattack rate	All
Ribbon	Strike +2	All
Sight Scope	Shows enemy's HP	All
Silver Earring	Max HP up by 25%	All
Silver Rock	Invokes Triple Tech, Spin Strike	Ayla, Frog, Robo
Silver Stud	MP use cut by 50%	All
Speed Belt	Speed +2	All
Sun Shades	Ups attack power	All
Third Eye	2x Evade	All
Wall Ring	Magic Defense +10	All
Wallet	Turns EXP into G	All
White Rock	Invokes Triple Tech, Poyozo Dance	Ayla, Lucca, Marle

SHOP LISTS

LEENE SQUARE (VARIOUS MERCHANTS)

Iron Blade	350
Lode Sword	4000
Karate Gi	300
Bronze Helm	200
Tonic	10
Heal	10
Revive	200
Shelter	150

TRUCE (1000 AD)

Red Katana	4500
Robin Bow	2850
Plasma Gun	3200
Hammer Arm	1200
Titan Vest	1200
Tonic	10
Mid Tonic	100
Heal	10
Shelter	150

DORINO

Tonic	10
Mid Tonic	100
Heal	10
Revive	200
Shelter	150

IOKA TRADING HUT

Ruby Gun	3 petals & 3 fangs
Sage Bow	3 petals & 3 horns
Stone Arm	3 petals & 3 feathers
Flint Edge	3 fangs & 3 horns
Ruby Vest	3 fangs & 3 feathers
Rock Helm	3 horns & 3 feathers

MEDINA VILLAGE (BEFORE DEFEATING MAGUS)

Iron Blade	65000
Steel Saber	65000
Demon Edge	65000
Lumin Robe	65000
Flash Mail	65000
Glow Helm	65000
Tonic	2020
Mid Tonic	20200
Full Tonic	65000
Heal	2020
Revive	40400
Shelter	30300
Ether	65000

PORRE MARKET (1000 AD)

Steel Saber	800
Iron Bow	850
Dart Gun	800
Karate Gi	300
Bronze Mail	520
Bronze Helm	200
Tonic	10
Heal	10
Revive	200
Shelter	150

TRUCE (600 AD)

Iron Blade	350
Dart Gun	800
Karate Gi	300
Bronze Helm	200
Tonic	10
Heal	10
Revive	200
Shelter	150

ARRIS DOME

Auto Gun	350
Iron Suit	800
Iron Helm	500
Tonic	10
Heal	10
Revive	200
Shelter	150

TRANN DOME

Auto Gun	1200
Iron Suit	800
Iron Helm	500
Tonic	10
Mid Tonic	100
Heal	10
Revive	200
Shelter	150

MELCHIOR'S HUT

Red Katana	4500
Robin Bow	2850
Plasma Gun	3200
Hammer Arm	3500
Titan Vest	1200
Tonic	10
Mid Tonic	100
Heal	10

IOKA VILLAGE

Tonic	10
Mid Tonic	100
Heal	10

IOKA TRADING HUT (AFTER DEFEATING MAGUS)

Dream Gun	3 petals & 3 fangs
Dream Bow	3 petals & 3 horns
Magma Hand	3 petals & 3 feathers
Aeon Blade	3 fangs & 3 horns
Ruby Vest	3 fangs & 3 feathers
Rock Helm	3 horns & 3 feathers

FIONA'S SHRINE

Sight Cap	20000
Memory Cap	20000
Time Hat	30000
Vigil Hat	50000

MEDINA VILLAGE (AFTER DEFEATING MAGUS)

Iron Blade	262
Steel Saber	597
Demon Edge	12684
Lumin Robe	4850
Flash Mail	6342
Glow Helm	1717
Tonic	8
Mid Tonic	75
Full Tonic	523
Heal	8
Revive	150
Shelter	112
Ether	597

PORRE (600 AD)

Gold Suit	1300
Beret	700
Tonic	10
Mid Tonic	100
Heal	10
Revive	200
Shelter	150

TERRA CAVE

Demon Edge	17000
Comet Arrow	7800
Megablaster	9800
Megaton Arm	15000
Flash Blade	18000
Lumin Robe	6500
Flash Mail	8500
Glow Helm	2300
Tonic	10
Mid Tonic	100
Full Tonic	700
Heal	10
Revive	200
Shelter	150
Ether	800

CHORAS (600 AD)

Tonic	10
Mid Tonic	100
Full Tonic	700
Ether	800
Mid Ether	2000
Heal	10
Revive	200
Shelter	150

CHORAS (1000 AD)

Tonic	10
Mid Tonic	100
Full Tonic	700
Ether	800
Mid Ether	2000
Heal	10
Revive	200
Shelter	150

ENHASA

Tonic	10
Mid Tonic	100
Full Tonic	700
Heal	10
Revive	200
Shelter	150
Ether	800

KAJAR

Tonic	10
Mid Tonic	100
Full Tonic	700
Heal	10
Revive	200
Shelter	150
Ether	800

LAST VILLAGE

SHOP 1	
Tonic	10
Mid Tonic	100
Full Tonic	700
Heal	10
Revive	200
Shelter	150
Ether	800

LAST VILLAGE

SHOP 2	
Star Sword	25000
Sonic Arrow	10000
Shock Wave	11000
Kaiser Arm	21000
Rune Blade	24000
Hurricane	35000
Aeon Suit	9000
Aeon Helm	7800
Tonic	10
Mid Tonic	100
Full Tonic	700
Heal	10
Revive	200
Shelter	150
Ether	800
Mid Ether	2000

BLACK OMEN

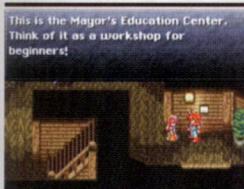
Mid Tonic	100
Full Tonic	700
Mid Ether	2000
Full Ether	6000
Hyper Ether	10000



The Walkthrough is broken down by chapters, just like the story of the game. There are 26 chapters which can be found on the Save/Load menu after you save a game before or after certain events.

THE MILLENNIAL FAIR — 1000 AD

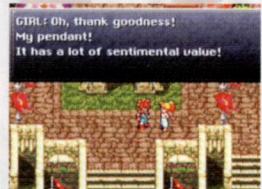
MAIN OBJECTIVES:



Learn some game basics at the Mayor's Manor.



Join the Millennial Fair at Leene Square.



Find Marle's Pendant.



Attend the unveiling of Lucca's new invention.



MOM: Oh, I almost forgot! Here's your allowance, dear! Have fun at the fair!



My, my! You're so enthusiastic! Use this to help you get started!

CRONO'S HOUSE

The Millennial Fair marks the anniversary of the end of the war with Magus, which occurred a thousand years ago. Head downstairs and speak to Crono's mom. Speak to her again to get **200 G**.



ITEMS FOUND
Tonic
100G
300G

MAYOR'S MANOR

Take some time to get oriented to the world you've just entered. Finding a few helpful items wouldn't hurt, either. Visit the Mayor's Manor south of Crono's house. Inside, talk to people to learn about various features of the game. Open the treasure chests for items. Upstairs, speak twice to the man closest to the treasure chest to get **300 G**.



ITEMS FOUND
Shelter

TRUCE AND PORRE

Some other areas of the game are worth visiting, to get better acquainted with your world. You can talk to people to learn some local history, and there are shops to visit further south.



Head east along the pier to the Ticket Office where you can ride the ferry to Porre for 10 G. You can also head to Porre by traveling west across the land and south across the Zenan Bridge, but the ferry is more fun.



Porre has a good Market, stocked with powerful weapons and equipment that you might be able to afford. Stock up on Tonics, Heals, and Revives.



The Mayor of Porre will pay you 10 G to act like a chicken. Upstairs in his house is a chest containing a **Shelter**.



GUARDIA FOREST

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Avian Chaos	45	1	18	4	None	None	None
Beetle	12	1	15	3	None	None	None
Hetake	14	1	16	3	None	None	Tonic

Fight some enemies in Guardia Forest to experience the combat system, level up, learn Crono's first technique, and acquire some money. A twinkling object on the ground to the far right is a **Power Tab**, which can be used to increase Crono's attack power by 1.



LEENE SQUARE

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Gato	76	1	0	10	None	Power Meal	None

The south square is where the merchants have set up temporary stores, and there are a few mini-games for you to play. Winning contests awards Silver Points, which can be traded at the festival or converted into regular money by a merchant in the north square.



Your actions at the fair will determine certain events later in the game. Keep this in mind while visiting this area.

Meet Marle First!!!

Head north past the merriment and up the stairs. A young girl bumps into Crono. Speak to her first, and then pick up her **Pendant** and return it to her. This is Marle, and she will join Crono briefly. Now is a good time to check out the games and speak to all the people. Marle makes your time at the fair a lot more fun!

Millennial Fair Attractions



TENT OF HORRORS

Sideshow freak Norstein Bekkler allows you to spend 10, 40, or 80 Silver Points. The amount you bet determines the game and the prize:



THE 10-POINT GAME

PRIZE: POYOZO DOLL (OR CAT FOOD)

The "ol' switcheroo" at its finest. Three soldiers will scramble and exchange places. Bekkler then asks you to point out one of them. If you identify your man correctly, you win. The doll appears at Crono's House, and changes the theme music to a different song. Cat food prevents cats won in the other game from leaving Crono's House.



THE 40-POINT GAME

PRIZE: CRONO CLONE (OR CAT FOOD)
A clone of Crono appears. Use the controller buttons to mimic its gestures accurately, and you will win the clone. This is an essential part of the game, and you'll just have to do it later if you don't do it now.



THE 80-POINT GAME

PRIZE: ANOTHER CAT APPEARS AT CRONO'S HOUSE (OR CAT FOOD)

Your secondary character is in danger of falling into fire. Meanwhile, you must push three coins across the floor, which knocks three advancing monsters back toward the exit. Finish before time's up! This game is quite challenging and the exact benefit of the reward is rather obscure in nature, though it may have a slight impact on the ending of the game.



RING THE BELL

PRIZE: 1 SILVER POINT

On the left side of the south square is a game where you try to ring the bell at the top of the pole. The vendor beside the game explains how to do it.

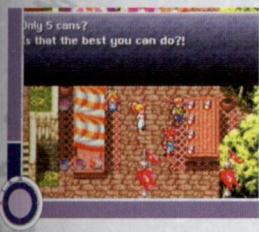


GUESS THE WINNER

PRIZE: 20 SILVER POINTS

If you watch the four racers, you will see that they stop after every lap. Go to the tent closest to the finish line and a man will let you guess who will win the race. Between each race, go back to the man and he will tell you who won and give you a prize if you guessed correctly. There is an old fellow near the finish line who will tell you who's going to win right before the race starts. Many times he's right, but sometimes he's wrong.





SODA DRINKING CONTEST PRIZE: 5 SILVER POINTS

Join the man at the table in the section east of the north square. Rapidly tap the X button to try to drink eight sodas in 30 seconds. The easiest way to win is to use a controller that has auto-fire.



BEAT GATO PRIZE: 15 SILVER POINTS

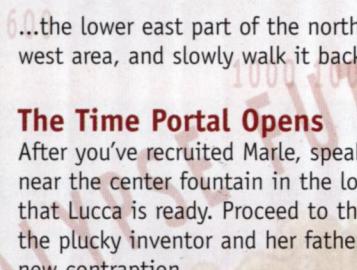
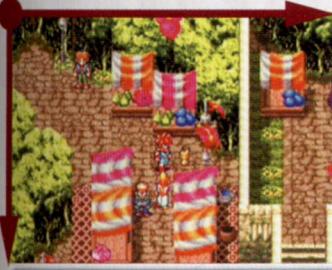
In the west section of the north square is a giant robot that sings karaoke and challenges you to fight. If you've recruited Marle and leveled up Crono some in the Guardia Forest, it's no problem! This battle is also worth experience points and tech points.



Interacting with People

In the south square is a man named Melchior. Speak to him after you've recruited Marle. He displays his items, then tries to buy Marle's pendant. Don't let him have it!

In the lower west part of the north square is an old man about to enjoy his lunch. If you examine the pink bag, Crono will eat it greedily, DO NOT EAT THE FOOD! Notice the cat, and head to...



The Time Portal Opens

After you've recruited Marle, speak to either of the girls near the center fountain in the lower square. They'll tell you that Lucca is ready. Proceed to the very north section where the plucky inventor and her father have set up their clunky new contraption.



At the stairs, Marle decides she wants some candy. *Wait patiently for her to decide, don't move or press a button!* This also affects later events in the game.



You must participate in Lucca's goofy experiment. Step on the left portal, and you'll be teleported to the right. You can teleport through as many times as you like. Speak to Marle, and she will jump into the act. Only this time, the fabric of the space-time continuum rips open and Marle disappears! Step onto the left portal once more and collect Marle's pendant, and the time portal will open once again for Crono.

THE QUEEN RETURNS – 600 AD

MAIN OBJECTIVES:



Fight your way out of the canyon.



Talk to the folks in Truce to find out what happened.



Head west, and venture through Guardia Forest.



Meet Marle at the castle entrance.

TRUCE CANYON

ENEMIES

NAME	HP	TECH	G EXP	WEAKNESS	CHARM	WIN
Blue Imp	13	1	12 2	None	None	None
Green Imp	32	1	24 4	None	None	Tonic
Imp Ace	54	1	45 11	None	None	None
Poly	99	2	35 7	None	None	Ether
Roly	24	1	25 3	None	None	Tonic
Roly Rider	30	2	40 5	None	None	None

ITEMS FOUND
Power Glove
Tonic

As you step out of the gate and start to walk left, you are attacked by three Blue Imps. You should be able to take them with regular attacks. If two or more cluster together, use Cyclone to wipe them out. Utilize this strategy throughout the area.

Since you will pass through this stage several times throughout the game, some monsters on the Enemies list aren't encountered until later.

TOMA: Are you a stranger here, too?
I'm Toma, the explorer.
If you're buying, I'll tell you a story.



TRUCE

Enter the northern House and talk to the matron to find out that it's 600 AD. You should have enough G to visit the Market and get a new weapon or stock up on Tonics. Go to the Truce Inn and converse with the soldiers at the bar. An explorer named Toma will enter. Buy him a cider to hear his story.



GUARDIA FOREST

ENEMIES

NAME	HP	TECH	G EXP	WEAKNESS	CHARM	WIN
Blue Eaglet	16	1	32 3	None	None	Heal
Green Imp	32	1	24 4	None	None	Tonic
Roly	24	1	25 3	None	None	Tonic
Roly Rider	30	2	40 5	None	None	None



To the far east of the entrance is a **Power Tab**, sparkling on the ground. The other sparkling object south of that is "bait" for a trap, where enemies will attack.

Near the middle of the area is a bush that shakes. Search the bush and a Kilwala will flee, dropping a **Shelter**. Every time you leave the forest and return, you can collect another Shelter here.



GUARDIA CASTLE

ITEMS FOUND
100G
Bronze Mail
Tonic
Ether

At the castle entrance, the Queen gives you permission to enter. Follow her to the throne room and converse with the King. The Chancellor snubs you and goes upstairs. Follow him, collecting items from chests along the way. Get the **Bronze Mail** out of the King's chambers, and return to the throne room. Now follow the right passage all the way up, collecting more items, and speak to the guard at the top. He grants you access to the Queen's chambers.

Crono's suspicions are right, and Marle is pretending to be her ancestor, Leene. Just as they are discussing the situation, Marle disappears! Downstairs, Lucca will appear and shed some light on the situation. Prepare Crono and Lucca with good equipment and weapons, and then head back through Guardia Forest to the Cathedral. You must save the real Queen in 600 AD to prevent Marle from being wiped out of existence!

TIP

In the basement, you can rest for free in the Knights' Quarters, or restore status with meals in the kitchen.

THE QUEEN IS GONE – 600 AD

MAIN OBJECTIVES:



Battle the monsters of the Cathedral.



Find the hidden entrance.



Rescue the captive humans.



Play the organ to unlock the final door.



Defeat the evil impersonator, Yakra.

THE CATHEDRAL

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Diablos	50	1	60	10	None	None	None
Gnasher	90	1	70	8	Fire	None	Revive
Hench	49	1	135	11	Magic	None	None
Mad Bat	18	1	75	6	None	None	None
Naga-etts	60	1	80	8	Magic/Fire	None	None



ITEMS FOUND
Tonic (3) Naga-etts 100 G Mid Ether
Revive Bromide Speed Belt Defender
Maiden Suit Steel Saber Heal Iron Sword
Ether (2) Power Tab

Getting Inside

Examining a shiny dot at the altar causes the nuns to reveal their true faces. After you destroy the vicious Naga-ettes, another will attack. A valiant hero leaps to your aid. Only...he's a frog. Play the organ in the upper left corner to reveal a secret door.



Battle enemies until Crono learns Cyclone and Frog learns Slurp Cut, so that the X Strike Dual Tech becomes available.

Mystic Politics

Go up the stairs on the right side and through the first door. The creatures in here think you are monsters in human disguise. When one of them leaves, follow it.

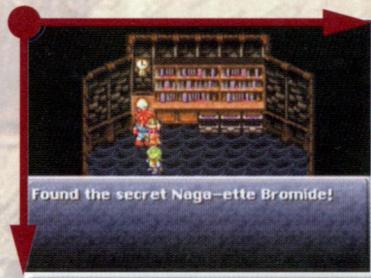


The room which the Diablos leads you through contains monsters in the guise of the Queen, the King, and a soldier. They won't attack until you try to leave through the south door. Follow the creature east into a room where monsters are chanting to a statue of the evil wizard Magus. Move along the sides of the room to avoid fighting all these monsters at once, and collect the items from the chests.

Special Treasures

Ascend the stairs to the western balcony now. In the study, search the drawers to find the **Naga-etts Bromide**. Once you take it, the room will be invaded by monsters who attack. Clear the area, then move north on the balcony to the chest containing the **Steel Saber**.

West of the Steel Saber is a door surrounded by spikes. Push the button on the left to remove them, and enter. Inside are two real human guards from the castle, and a **Power Tab** in the bucket. Now descend from the balcony and fight your way up the middle to the top exit.



Found the secret Naga-etts Bromide!



Tricks and Traps

Ascend the steps and go through the top door. There's an organ in the room, but it is surrounded by spikes. Exit and head west to find a **Shelter**, then take the stairs down. They will collapse and become a trap slide. Sneak through the door at the bottom, and head north now. Avoid pushing the button in this room, as it will only invite two more Mad Bats to attack you.



In the top corridor, collect the items and read the note on the door. Continue east and head south through the door. Push the button in the small chamber to remove the spikes from the organ room nearby, then continue south and enter the central room with the organ. After fending off a monster party, play the organ and you'll hear a door opening. Equip Frog with the **Iron Sword** immediately. Return to the corridor where you read the note to find a new door.

Continue north across the narrow platform and use the save point by the top door. Make sure everyone has the strongest equipment possible and full HP/MP, then enter Yakra's room.

BOSS: YAKRA

HP: 920

EXP: 50

TECH: 5

G: 600

WEAK vs: None

STRONG vs: None

CHARM: —

Luckily the first boss isn't too tough and doesn't have any special tricks. Wait until the gauges for Crono and Frog fill up, then perform X Strike on Yakra to do the most damage possible in one turn. Meanwhile, Lucca can cure the injured with Tonics, or attack.



A Job Well Done

After Yakra is defeated, release the real Chancellor from the left chest and collect the **Mid Ether** from the other. Rejoin the Queen at the bottom of the room, and the scene shifts back to the castle.

After Frog's scene, follow him out to the foyer, talk to him, then return to the throne room and converse with the royalty. Return to the Queen's chambers, and Marle will re-materialize from whatever void she was trapped in. Head back to Truce Canyon and use the Time Gate to go back to 1000 AD.

WE'RE BACK – 1000 AD

MAIN OBJECTIVES:



Escort Marle back to the castle.

Crono is arrested?!

The Festivities Continue

The game booths are still open, so you can win Silver Points and prizes. However, all the vendors at the fair have moved back to the Truce Market, so purchase any items you need there. Stop by Crono's house, where his mom is happy to meet Marle. Also, you can play with your clone and any Poyozo Dolls you've won.



GUARDIA CASTLE

Leading Marle back through Guardia Forest is a good opportunity for her to fight, level up, and learn some techs.

When Crono enters Guardia Castle, the Chancellor accuses him of abducting Marle and has him arrested. The King isn't much help, despite Marle's pleas.

THE TRIAL – 1000 AD

MAIN OBJECTIVES:



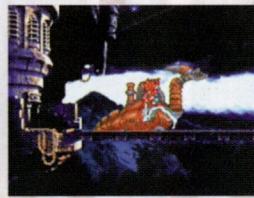
All your sins are counted against you.



Break out, or await execution?



Knock out guards and collect valuable items.



Dismantle the Dragon Tank.



Find a new Time Gate in Guardia Forest.

GUARDIA CASTLE – COURTROOM

During the trial scene, there's nothing for you to do. But it is important to note how all the past events will be counted for or against you. Here's how to be proven not guilty:

- ☐ After bumping into Marle, speak to her before grabbing her pendant.
- ☐ When Melchior offers to buy Marle's pendant, say NO!
- ☐ Don't eat the old man's lunch, or he testifies against you.
- ☐ Lead the kitty back to the little girl and she will testify on your behalf.
- ☐ Wait patiently for Marle to choose her candies before Lucca's experiment.
- ☐ During the trial, answer that it was all your fault and that you have no interest in Marle's wealth.

The jurors will line up on either side of the room to render the verdict. Whether you are Guilty or not, you are still sentenced to 3 days in jail.

PRISON AREA

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Blue Shield	24	1	45	11	(open shields)	None	Tonic
Decedent	67	1	90	12	Lightning/Fire	None	None
Guard	60	1	70	10	None	None	Tonic
Omnicrone	218	1	55	22	None	None	Ether



Ether (up to 6)
(Not Guilty verdict only)
Bronze Mail
Mid Tonic (almost limitless supply)

Shelter (3)
Ether (2)
1500 G
Lode Sword

Jail Break or Judgment Day?

If you were found Not Guilty, a present from sympathizers containing up to six **Ethers** will be in your cell. Drink from the mug to restore HP/MP, and record your data at the save point.



Now you have a decision to make: Either wait patiently to be executed or break out of confinement. The bad part of breaking out is that Crono has to fight alone through the prison area, which can be a little rough. If you wait for the execution scene, then you will have Lucca to help you out. Also, you will be able to obtain virtually limitless Mid Tonics!



If you want to break out, just keep rattling the bars until the guard gets ticked and enters Crono's cell. After defeating the two guards, you're free to roam and pillage. **But this walkthrough discusses the situation of waiting in the cell for three days.**

You'll be taken to the guillotine chamber. As they're about to lop off your spiky little head, Lucca bursts in and stuns the guards. Grab the **Bronze Mail** out of the chest and flee.



I'm Fritz.
My dad runs a store in Truce village.
Stop by if you're in the area.



Outside the execution room, free the man in the guillotine. His name is Fritz, and it's worth a reward later on. Outside the torture room is an unconscious guard. Search him twice for a **Mid Tonic**. There is another guard on duty further down. Notice how he turns to look in different directions? If you approach while he is looking your way, you'll have to fight him. But if you run up behind him while he is looking the other way, you can press the X button and knock him out! Then search the unconscious guard for another **Mid Tonic**. You can do the same thing to the guard posted at the north exit.

TIP

When you leave the room and return, the guards will be awake, and you can bash them again for even more Mid Tonics! You can achieve a virtually limitless supply of them this way.

Confusing Castle

After escaping the guillotine, exit through the southwest door. On the bridge you'll be surrounded by guards, and having Lucca along will help out.

The next chamber is monitored by two strange creatures called Blue Shields. These are resistant to physical attacks, but the little creature behind them called a Yodu De isn't. During combat, you have to wait for the Shield to turn aside, revealing the Yodu De, before you can strike effectively.

TIP

You can avoid combating all Blue Shield enemies with a little precision. Just stop in the space above or below them, and tap the D-pad slightly until Chrono becomes aligned directly between them. Press the dash button and the D-pad, and you should glide right between them without being forced into battle. Piece of cake!



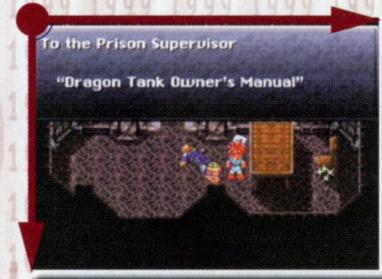
Spin-cut nearby enemies



Head across the bridge and through another room with Blue Shields to the southwest door. Inside the first cell is a **Shelter**, and in the next is a corpse that will crumble at a touch. Take the northwest exit from the Blue Shields' room and enter the cells. In the first room is a Decedent, which seems to be vulnerable to Lucca's Flame techs. In the second cell, climb out the hole in the wall and climb down the outside of the tower.

This leads you down to a cell containing another **Shelter**. Climb through the hole in the floor and you'll find yourself in the cell next to Crono's, where you can find **1500 G** and the **Lode Sword**. Equip it and head back up to the top cell.

Now take the northeast exit from the Blue Shields' post, and climb two flights of stairs. The soldier at the front desk was KO'd by Lucca previously. Search him to find five **Mid Tonics**! Read the **Dragon Tank Manual** and use the save point. Then head across the final bridge.



BOSS: DRAGON TANK

HP Head: 266

EXP: 40

TECH: 5

G: 500

WEAK vs: None

STRONG vs: None

CHARM: —

HP Body: 600

HP Wheel: 208

Have both characters focus physical attacks on the head until it is destroyed. While it is active, it will continue to restore HP to the other parts. Don't use a Dual Tech until the head is gone, since it will be ineffective. Once the head is vaporized, use Fire Whirl or Cyclone on the remaining parts.

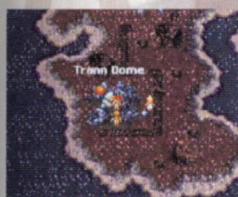


A Hasty Exit

As you descend the castle tower, stop into one of the rooms that has a **Shelter**. Continue to the bottom. Soldiers will chase you to the front door, where Marle rejoins the party. The trio is chased into Guardia Forest, where a new gate has mysteriously appeared. Jump inside, quick!

BEYOND THE RUINS – 2300 AD

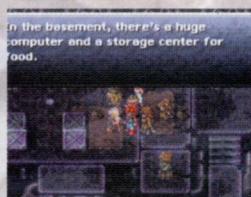
MAIN OBJECTIVES:



Move quickly to Trann Dome.



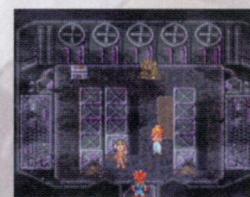
Brave the strange mutants of Lab 16.



Speak to the inhabitants of Arris Dome.



Disable the security bots.



Find the food storage and the deceased hero.



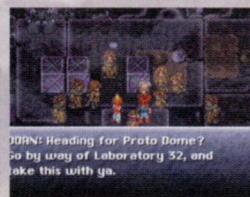
Chase down the talking rat.



Enter the password to open the path.



Witness the Day of Lavos.



Obtain the Bike Key from Doan.



Navigate the Sewer Access and humiliate Sir Krawlie.



Speak to the crazy old guy at the Keeper's Dome.



Race Johnny Rocket to cross the wasteland.



Repair Robo at Proto Dome.

Hostile Land

Coming out of the Time Gate, you'll enter a world of ruin. Move south from Bangor Dome to Trann Dome.

TRANN DOME

The man just inside the door will sell you items, and it's a good idea to stock up on Tonics if you're low. You might lose a few along the path ahead. There's also a device called the Enertron where you can quickly regain lost HP and MP. After talking to the folks here, you'll get the idea that the domes to the east are a better area to hang out.



LAB 16

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Crater	80	1	35	15	None	None	None
Meat Eater	75	1	60	19	Fire	None	Ether
Mutant	300	1	30	22	None	Full Tonic	None
Octopod	130	1	10	12	Atk/Lightning	Mid Ether	None
Shadow	1	1	50	14	Magic	None	None



Crafty Creatures

Move into the open area to the right, and avoid contact with the Rats racing around the area. If they touch you, they will steal a Tonic and disappear. The best defense is to stop outside their roaming range, learn their motion pattern and look for the right opportunity to pass. The metal case on the other side of the clearing contains a Berserker.

Continue moving north through the Lab area, finding useful equipment along the way. Certain creatures called Shadows can only be hit by magic. The only type of elemental techs you can use at this point are Crono's Slash, Lucca's Flame Toss, and the Fire Whirl, so use them to your advantage. At the north end, use your most powerful attacks against the Mutant and then exit. Travel across the wasteland to Arris Dome.

ARRIS DOME

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Bug	89	1	0	26	None	Heal	None
Bugger	100	1	45	18	Lightning	None	None
Proto 2	128	1	50	22	Shadow	None	Tonic
Rat	45	1	0	18	Shadow	None	None
Shadow	1	1	50	14	Magic	None	None

The Dying Race

Inside Arris Dome, an old fellow will address you. Move over and speak to him. His name is Doan, and his people are having trouble reaching their food supply in the basement. Speak to everyone else, who provide valuable clues about areas in this time period. Then use the Enertron, save, and descend the ladder.



Dangers of Technology

Examine the panel in the first room, and Lucca ascertains that a password is required to reach the east door. Climb the western ladder and cross the high beams to the north, stopping to read the note pinned to the rat statue. When you exit from the north, alarms will sound. Heading for the north doorway causes the Guardian to drop from the ceiling.



BOSS: GUARDIAN, BITS

HP Guardian: 1200 EXP: 300 TECH: 5 G: 1000 WEAK vs: None STRONG vs: Fire CHARM: —

HP Bit: 200

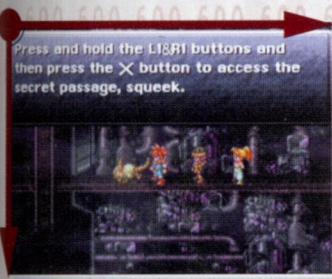
This is the first tricky boss fight. While the two Bits are active, the system will be able to launch massive attacks and will counterattack if you hit the body. Your priority is to destroy both of the Bits quickly. Perform Fire Whirl once or twice, focusing the attack on a Bit. After two strikes, each Bit should be eliminated. Now focus physical attacks on the main body, and Crono should perform Cyclone for greater damage. When both Bits are destroyed the Guardian counts down from five to zero, then launches more Bits. If you strike the body anytime the two Bits are active, the whole will execute a massive delta attack.

Keep this in mind: With one Bit destroyed, the machine cannot do as much damage in a single attack. With one Bit remaining, the Guardian cannot launch a replacement Bit. It's a more dangerous strategy to leave one Bit active, but it works.



Last Seed of Hope

The food storage room is a wreck, and the supplies have gone to waste. A poor man is dead at the back. The party obtains the only crumb he could find, a valuable **Seed**. Examine the man a second time to find a note which claims that the Rat isn't really a statue. Take the **Mid Ether** and return to the area with the high beams.



Dirty Rat!

Entering the high beam area, the party spots the Rat. Chase the Rat to the bottom of the screen. You must maneuver the beams without taking a wrong turn, or you'll never catch up. Most likely, the Rat will escape on the first try. Leave the room through the south exit and return immediately. You should have much better luck this time, chasing it north.

When caught, the Rat confesses that the password for the panel in the first control room is L1 & R1 + X. You **must** catch the Rat before the passcode will work! Head south and move to the panel with the glittering screen. Stand Crono in front of it and enter the password. You may have to stand a little to the left side to get it to work. A plank extends over to the right door.

The Truth Revealed

In the new area, sneak upward past the Rats and Bugger to the chest holding a **Mid Tonic**. Now return to the bottom and take the left path upward to the end. Descend and slowly walk through the Bugs to the south, then follow the right platform upward to the top door.

Another chamber weaves like a maze all the way up the north wall. Move to the control panel and enter the passcode again to extend a platform to the sealed door. That's all you can do for now, so navigate around the left side of the room to reach the other north door.

After the characters determine the approximate year and figure out what happened, venture forth to Proto Dome in the far east. If you want to watch either of the videos again, return to the panel and hit X.

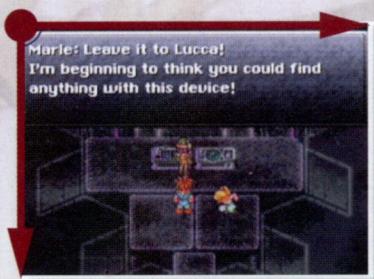
Return to the dome dwellers, and exchange the Seed for the **Bike Key**. Leave Arris Dome and head east.

SEWER ACCESS

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Egder	160	1	0	18	Magic	None	None
Nereid	138	1	100	22	Lightning/ Shadow	Ether	None
Rat	45	1	0	18	Shadow	None	None

There is a dome east of Arris Dome which provides your party with a few cool items and experience. Going through this area is optional at this point, but you must get through it at some point. Enter the Sewer Access and climb down the ladders. A small flying creature runs off to tell "Sir Krawlie" that you're here.



Move to the left and defeat the Eggers to reach a chest containing **600 G**. Backtrack west and curve south, where two frogs will converse and run off. Follow them down the ladder.



On the lower level, head west first and read the note about noise. There are four "baits" in the next area that could cause you to make noise. If you do, enemies will appear. Even at the end, if you try to use the save point, Nereids will hear the chime and attack. Climb up the ladder at the end.

Back on the first level, head north and take a right into an extremely narrow corridor. Press the red switch at the end, then go back out. Move north, then head right until you can't proceed any further. Move down through the doorway. The frogs will fail to push a switch, then flee. Afterward, move east and grab the **Rage Band**, then continue on to meet Sir Krawlie. Equip the Rage Band on Crono before engaging Krawlie for an easier fight.

BOSS: SIR KRAWLIE

HP: 500

EXP: 100

TECH: 5

G: 500

WEAK vs: Shadow

STRONG vs: None

ITEM WON: Mid Ether

Crono and Lucca should perform Fire Whirl repeatedly, and Marle can chime in with an attack. However, Krawlie will grab a character and beat him or her back and forth until he/she is down to 1 HP! Marle should be ready to cast Aura. If Crono has the Rage Band equipped, then he will likely counterattack after being reduced to 1 HP. You'll receive a **Mid Ether** after the battle.



Emerging From the Slime

After Krawlie, continue down and move west past the ladder to find a **Bolt Sword**. Press the red button to lower bridges across every gap, and then climb the ladder onto a small continent. The Sewer Access will now be simple to cross through any time.

DEATH PEAK

Run up the slope and to the right, and search the side wall for a **Power Tab**. Do it quickly before the winds blow you right back out of the area! The winds are too strong to allow you to enter Death Peak at this time.

KEEPER'S DOME

Inside the dome, move to the top of the area and speak to the crazy Old Man and the Nu he's programming. Notice the sealed door at the top, and return to the main continent through the Sewer Access.

LAB 32

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Mutant	300	1	30	22	None	Full Tonic	None
Shadow	1	1	50	14	Magic	None	None

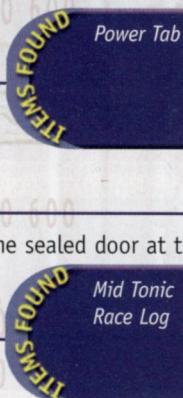


Johnny Rocket

At first, this area is going to seem a lot like Lab 16. Take the **Mid Tonic** from the right chest and head north to the Jet Bike, where you are surrounded. But the battle ends because a street-racing robot named Johnny wants to take you on.

To control the race press the D-pad up and down to avoid bumping into the racer robot. The Circle button allows you to fire boosters for a short period of time, and you can boost three times during the race. The trick is to keep an eye on the track diagram at the bottom. When you are getting close to the finish line, get clear of Johnny and jam on the boosters to cross the line ahead of him.

If you lose the race, then you can try again or cross the short but treacherous area between the starting line and the finishing line on foot. Look for a chest containing the **Race Log**. After you have this, talk to Johnny once more near the east exit from Lab 32. The Race Log allows you to keep track of your three fastest times. Racing Johnny becomes a mini-game that you can practice at any time.



PROTO DOME

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Bugger	100	1	45	81	Lightning	None	None

The Discarded Device

After dismantling several security droids with your most powerful techs, rest in the Enertron and then examine the yellow robot at the north end. Lucca repairs him, and Robo becomes a handy new member of your party. He offers to lead you back to the Factory area, where he can turn on the power so that the Time Gate that is accessible here can be reached. The only catch is, you have to leave someone behind. Keeping Lucca handy is much wiser than taking Marle.

THE FACTORY RUINS – 2300 AD

MAIN OBJECTIVES:



Search the factory section for the password.



Turn on the power generator for Proto Dome.



Seek revenge against the R-Types.



Enter the Time Gate at Proto Dome.

FACTORY

ENEMIES

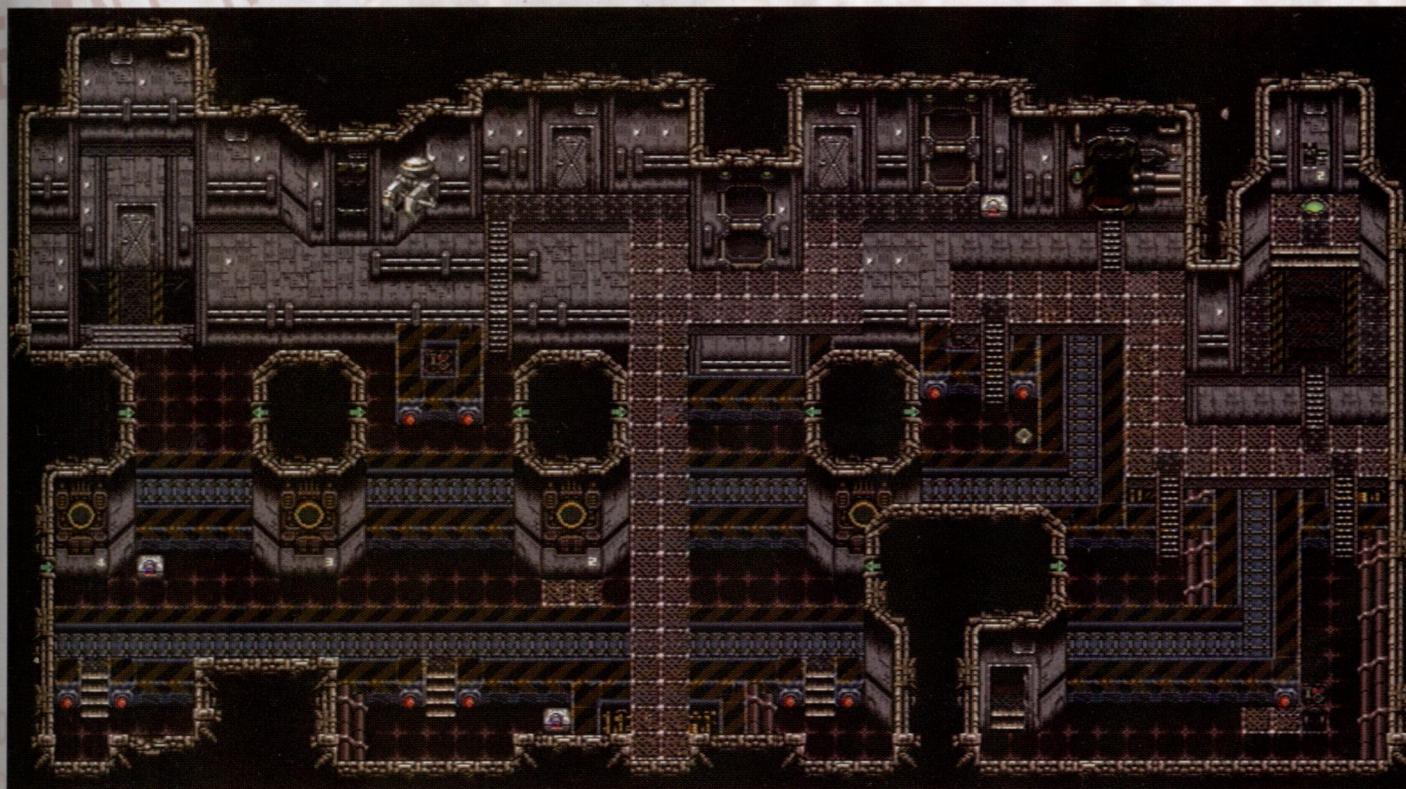
NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Acid	10	1	20	33	Lightning	Barrier	None
Alkaline	9	1	40	45	Lightning	None	None
Bug	89	1	0	26	None	None	Heal
Debugger	120	1	600	24	Lightning	None	None
Proto 3	256	1	50	33	Shadow	Full Tonic	None

ITEMS FOUND

Robin Bow
Mid Tonic
400 G
Mid Ether (2)

Ether (2)
Shelter (2)
Bolt Sword
Titan Vest

Hammer Arm
Plasma Gun



Automated Chaos

Robo deactivates the security beams at the entrance, so ride the right conveyor belt up. An Acid will drop from the ceiling. These are hard to hit with blunt weapons or guns, but Crono should do well with his Slash tech. Also, avoid the green pools scattered around the area, as Alkalines may jump out.

Defeat the three Debuggers and read the sign on the wall. The Lab area is where the power generator is, but you'll need a password from the Factory area.



If you brought Lucca, you might want to explore the Lab area first. The Plasma Gun, found therein, allows her to randomly cast "Stop" on robots. This will be very helpful in your Factory battles.



The Factory Section

Take the right elevator from the lobby down to the factory. First, head to the left and climb the ladder to the dark doorway. In the dark, head straight up until you stop, then head right until you stop. Search to find a **Mid Ether**. Now return to the two ladders that head south. Take the left ladder down and follow the path to the left end, where you'll find the **Robin Bow**. Climb back up to the entrance and use the right ladder to go down to the bottom floor.



Step onto the conveyor belt, but be sure not to touch a robot! If that happens, you'll be plucked off the track by the crane. Fighting your way through three increasingly difficult battles with robots isn't the safest way to go. If this happens, Lucca equipped with the Plasma Gun from the Lab is a great help. Watch the conveyor belt until the robots pass by, then get on it and dash to the left. Hop off the belt at the steps, to avoid touching more robots coming down the conveyor. Collect the **Ether** on the way. When you finally reach the west end, either by running the conveyor belt or by fighting your way through, exit the south door.

Defeat the Bugs and climb the ladder. Cross the top walkway and head right. Take the **Mid Tonic** and enter the door. Collect **400 G** and a **Mid Ether**, then examine the control panel. You'll learn two button combinations for the crane. Keep them in mind and exit.

Head left across the top and enter the furthest door. Chests in this room contain an **Ether** and **Shelter**, and the robots will give you a little trouble before you reach the crane controls.

Examine the controls, then punch in one of the codes after the chime sounds. The crane will remove the two barrels obstructing the path below, one at a time. Return to the main room and head west to the furthest door on the bottom.

Take the **Bolt Sword** from the chest and equip it on Crono (if you haven't been to the Sewer Access). Then examine the control panel to learn the password for the Lab area.



The Lab Section

Return to the lobby and use the left elevator to enter the Lab area. Head north on level 2 to a monitor room. You must beat a trio of Acids and Alkalines to use the control panel, which opens a hatch in the floor.

On level 3, fight off several green slimes as you head west and then south. When you reach the impassable laser, open the north door. Inside, examine the panel to deactivate the security lasers, but be ready for an Acid/Alkaline ambush. Search the two chests for valuable equipment, and prepare your characters. Descend the ladder in the bottom left corner of the room, or take the elevator down to level 4.



Follow the hallway north until you reach a sealed door. The chest contains the previously mentioned **Plasma Gun** for Lucca. Examine the control station and enter the password you learned in the factory section. Walk into the generator room and press the button. The security goes nuts, and the trio must escape quickly. The elevators are out of commission, so you must go the long way around. As you reach the north corridor on level 3, Robo's former comrades block your path.



BOSS: R-SERIES

HP: 180 ea.

EXP: 480

TECH: 6

G: 600

WEAK vs: N/A

STRONG vs: None

CHARM: —

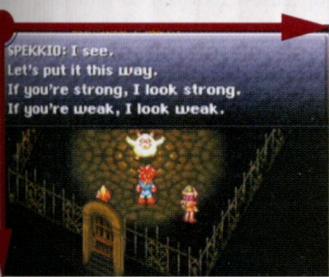
Robo becomes inoperable momentarily, so your remaining two party members must take out all six R-Series robots alone. If Crono is equipped with the Rage Band, he will cut down enemies who strike him and the battle will go much quicker.

If Marle is Crono's companion, she can heal them both but they'll take more damage. In this case, use Crono's Cyclone attack repeatedly to eliminate the entire first line of R-Series, and then the second.

If Lucca is your companion, then wait until both gauges fill and execute Fire Whirl. Aim it at the center robot of each line, so that the two on the outside are also affected. You should only have to do this once or twice on each line to end the battle. In this case, if anyone needs to be healed, have Lucca do it with Tonics while Crono continues to perform Cyclone on his own.



THE END OF TIME



After Lucca repairs Robo again, the party uses the Time Gate at Proto Dome to travel to this strange realm. Speak with the Old Man under the lamppost. Because four people stepped through the Time Gate, you've arrived here accidentally and only three people are allowed to time travel together at any time. One of your party members has to stay behind, but from now on you can switch party members anywhere outside of battle by pressing the Square button. For now, choose a party of Crono, Lucca, and Marle so that everyone can learn magic in a moment.

Examine the shiny dot on the left, and your party's HP and MP will be restored. Use the save point too. If you've already met Spekkio, don't examine the water bucket in the top right corner or you'll be taken straight to the final boss of the game!

The Master of War

As you move back toward the pillars of light, the Old Man calls you back. Enter the room above the lamppost, wherein a furry creature named Spekkio tells you to do something. Step back to the doorway and WALK around the edge of the room clockwise from the door three times. Stick to the walls, and don't cheat. Talk to Spekkio again, and your characters each learn their first magic spell! Then Spekkio asks if you want to try it out.

Here's what happens when you accept Spekkio's challenge: You will fight the Master of War, and his level, strength, and HP are all dependent on what level you are and what shape he takes. Only magic spells will damage Spekkio at all. Crono and Lucca should cast spells repeatedly while Marle casts Ice

and heals everyone. Don't use any items. If your party is wiped out, the game won't end. Your party will be restored to full health as if it never happened. However, if any items are used during the battle, they disappear for good. Beat Spekkio and he will give you a reward:

SPEKKIO'S REWARD SETS

YOUR LEVEL	Reward
Level 1 - 19	1 Magic Tab, 5 Ethers
Level 20 - 29	1 Magic Tab, 5 Mid Ethers
Level 30 - 39	1 Magic Tab, 5 Full Ethers
Level 40 - 98	1 Magic Tab, 1 Speed Tab, 1 Power Tab, 10 Elixirs
Level 99	10 Magic Tabs, 10 Speed Tabs, 10 Power Tabs, 10 Mega Elixirs

Moving Along

After learning magic, talk to the Old Man under the lamppost again. Return to the time pillars and choose the one that goes to Medina Village in 1000 AD. Also, make a mental note that one of the pillars leads to 65,000,000 BC.

THE VILLAGE OF MAGIC – 1000 AD

MAIN OBJECTIVES:



Don't tangle with the
Mystics of Medina!



Head west to Melchior's Hut
for advice.



Death to the Mystics' enemies!

Barge into the Heckran Cave.



Tame the Heckran.



Jump in the magic pool to
return to Truce.



Use the Time Gate at Leene
Square.

MEDINA VILLAGE

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Diablos	50	1	70	10	None	None	None
Hench	49	1	135	11	Magic	None	None
Omnicrone	218	1	55	22	None	None	Ether

ITEMS FOUND
Speed Tab
Magic Tab

Speed Tab
Magic Tab

Hey! Did you people just come out of
the closet?
Get outta here!



Crono and friends spill out of a closet inside a Blue Imp's house. As you try to exit with some dignity, the Mystic reports that a human lives west of Medina Village. If you examine the cake, the Mystic will let you eat it to replenish your HP/MP.

Hanging around Medina isn't a good idea. The Mystics aren't too fond of humans or their friends. At the Market or the Inn, you'll have to defeat monsters in battle before you can purchase anything. Even then, the price markup is a rip-off.

A beast lives in a cave on the mountain
to the west.
Only magic attacks can harm it.



Mid Ether

The only place truly worth visiting is the Elder's House. Speak to Ozzie VIII and his servants on the first floor, and snatch the **Speed Tab** on the counter. Head upstairs to find a **Magic Tab**, and speak to the Green Imp to learn an important clue about an upcoming boss. Then exit Medina for greener pastures.

FOREST RUINS

On the world map, there is a strange blue pyramid north of Medina. A treasure chest there contains a **Mid Ether**, but that's all you can get in the area for now.

MELCHIOR'S HUT

From Medina, head west until you reach the lone house south of the mountains. Purchase a few essential items from Melchior's stock. As you're leaving, Melchior advises you to venture through the Heckran Cave to the north in order to return to Truce.

ITEMS FOUND
Ether (2)
Mid Ether
Magic Scarf

HECKRAN CAVE

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Cave Bat	108	1	40	28	Magic	Revive	None
Hench	49	1	135	11	Magic	None	None
Jinn Bottle	97	2	50	34	Magic	Shield	None
Octoblush	80	1	35	28	Magic	None	None
Polypoly	50	1	50	31	Magic	None	Heal
Tempurites	88	2	45	32	Magic	None	None

ITEMS FOUND
Ether (2)
Mid Ether
Magic Scarf

Darkened Passage

Crono and friends must defeat the Hench monsters that guard the entrance. All of the enemies in the Heckran Cave can only be damaged sufficiently by magic attacks.



Climb down the ladders into the large central chamber. Head south into the first cave and fight two sets of enemies for a **Magic Scarf**. Collect the other items in the big cave, and take the second south exit. After moving through this passage, you'll emerge at a set of stairs that lead into the water. Fight the current by dashing across the area and upward to the top platform with a save point. Be sure to use a Shelter to reclaim your MP, because you're going to need it.

BOSS: HECKRAN

HP: 2100

EXP: 250

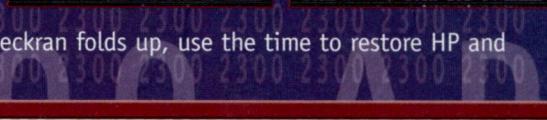
TECH: 10

G: 1500

WEAK vs: Magic**STRONG vs:** Attack**CHARM:** —

The Heckran can only be damaged by magic attacks, so your best party is Crono, Marle, and Lucca. Unleash Lightning and Fire each turn, and have Marle alternate between healing and casting Ice.

During the battle, it's extremely important to watch the dialogue messages that flash onscreen. Several times, the Heckran will challenge you to strike while it curls into a defensive position. If you attack while the Heckran is in this state, it counterattacks with a massive water wave. This one attack could take out some of your party members, so be extremely careful. Whenever the Heckran folds up, use the time to restore HP and MP. Resume your assault when the Heckran returns to normal.



The Wonderful Whirlpool

After listening to its final words, jump into the whirlpool north of the Heckran fight zone to be ejected near Lucca's House.



LUCCA'S HOUSE

Head inside and move to the upstairs right bedroom. Talk to Lucca's mom, Lara. Taban will enter and give her some money. Follow Taban downstairs. Talk to him to receive the **Taban Vest**.

ITEMS FOUND

Taban Vest



TRUCE MARKET

If you rescued Fritz from execution during The Trial, return to the Truce Market. He will give you ten **Mid Ethers** as a reward! Stock up on equipment and head to Crono's House for a nap.

ITEMS FOUND

10 Mid Ethers

LEENE SQUARE

The Millennial Fair festivities seem to be winding down a bit, but the game booths are still open. If you're not interested, proceed to the north square and jump into the Time Gate.

END OF TIME

A new time pillar has appeared. The Old Man doesn't have much to say, so step into the new light and return to 600 AD.

THE HERO APPEARS – 600 AD

MAIN OBJECTIVES:



Visit the Knight Captain at Zenan Bridge.



Obtain the Jerky from the chef at Guardia Castle.



Deliver the rations to the King's Knights.



Fight off Ozzie and his monsters.



Defeat Zombor.



Speak to the people of the south continent.



Venture into the Cursed Woods.



Catch up on old times with Frog.

How The Times Have Changed

Speak to the citizens of old Truce to learn what has transpired. Your next brief stop is Zenan Bridge, which is south of the Cathedral.

Although the bridge has been restored, the situation is grim. Speak to the Knight Captain in the gold armor, then head for the castle to get rations.

GUARDIA CASTLE

Speak to the Chancellor, and then visit the wounded King upstairs. Now head down to the kitchen, but the Chef doesn't seem interested in helping. Take the **Ether** in the chest and head back upstairs. As you're approaching the front door the chef will reconsider. He offers you **Jerky** to take to the Captain, and a **Power Tab** for your assistance. Return to the bridge.

ITEMS FOUND
Ether
Jerky
Power Tab

ZENAN BRIDGE

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Deceased	110	2	20	38	None	None	None
Ozzie	????	2	100	30	N/A	N/A	N/A

Speak to the Knight Captain twice more, once to give him the rations and twice to receive a **Gold Helm**. Run across the bridge to help the soldiers.

ITEMS FOUND
Gold Helm

The party encounters Ozzie, one of Magus's goofier generals. Aim your spells carefully at each enemy, then use physical attacks on Ozzie. After one blow by each party member, he will run away. Chase him across the bridge, where he will transform dead soldiers into more Deceased. Eliminate them, then attack Ozzie with your weapons once more.

Ozzie finally stops to confront you, but not for a direct battle. Instead, the green glob assembles a mighty monster from a host of Deceased, creating the all-powerful Zombor.



Ozzie needs help!

ZOMBOR

HP Top: 960	EXP: 350	TECH: 10	G: 1500	TOP: WEAK vs: Shadow/Water	TOP: STRONG vs: Absorbs Lighting/Fire	CHARM: —
HP Bottom: 800				BOTTOM: WEAK vs: Lightning/Fire	BOTTOM: STRONG vs: Absorbs Shadow/Water	

The Zombor is actually two creatures stuck together. Make a party with Lucca and Marle and you'll have the easiest time. Attack the top half with Ice and regular attacks. Avoid using Techs that strike multiple targets. Eliminate the top half first. Don't destroy the bottom half first, or the top half will respond with a damaging attack. As the upper part is killed, it will reduce one character's MP to zero. Once the upper part is gone, use Fire or Lightning and weapons on the bottom portion.





Hey!
Is that a Naga-etts Bromide you've got
there?!

DORINO VILLAGE

Stop by the Elder's House first, where your old drinking pal Toma has just accepted a new job. He's off to find a legendary Rainbow Shell. Follow him to the Dorino Inn, and pump him for information. Also, speak to the other folks here to gather clues about your quest against Magus.

At the House on the north side of Dorino is a shiny dot on a locked bureau. Speak to the old guy to the left, and he'll offer to trade you what's in the bureau for your Naga-etts Bromide. Examine the bureau again to receive a **Magic Tab**.

ITEMS FOUND

Magic Tab

FIONA'S VILLA

Move to the lone structure south of Dorino, which is occupied by the lonely Fiona. Her husband is missing, but she has two **Mid Ethers** which you can take. Fiona will be part of an important side quest late in the game.

ITEMS FOUND

Mid Ether (2)



PORRE VILLAGE

Inside the Porre Market someone has dropped a shining **Power Tab** on the floor. The Porre Market is the only place to offer the Gold Suit and Beret, so consider some purchases.

Stop by the Café, and buy Toma a drink for a report on how he's doing. Talk to all the patrons in the place for some extremely helpful advice about the coming battles.

ITEMS FOUND

Power Tab

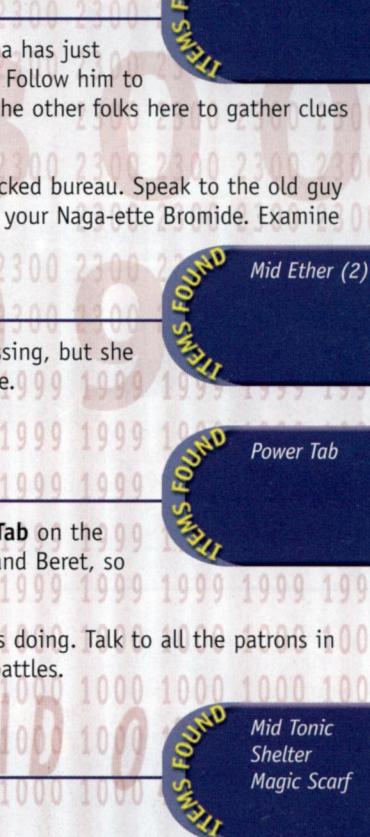
CURSED WOODS

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Gnawer	210	2	300	26	None	None	None
T'pole	150	1	30	26	None	Mid Tonic	None

The Cursed Woods lie just northwest of Porre. Read the sign to the left of the entrance to get a clue about who lives here. Move upward along the right side of the area, claiming the items in the two chests. At the top, move directly above the green bush that shakes occasionally, then move down into it to descend a hidden ladder.

Open the container near the ladder for a **Magic Scarf**, and then move into the center of the room, where Frog leaps out to greet you. He's horrified about the recent news. It is now time to head to the mysterious Denadoro Mountains.



ITEMS FOUND

Mid Tonic
Shelter
Magic Scarf



T' pole
Gnawer
Crono 247:36
Marie 166:38
Lucia 238:38

TATA AND THE FROG – 600 AD

MAIN OBJECTIVES:



Climb the mountain to the top.



Defeat the brothers Masa and Mune.



Obtain the Hero Medal from Tata.



Take the Bent Hilt from Frog's place.



Ride the Time Gates back to Melchior's Hut.

DENADORO MOUNTAINS

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Bellbird	94	2	100	27	None	None	Heal
Free Lancer	110	2	125	39	None	Barrier	None
Goblin	146	2	80	32	None	None	None
Ogan	146	2	80	32	Fire	Shield	None

300 G	Mid Ether (4)	Silver Stud	Gold Suit
Mirage Hand	Gold Helm	Silver	Shelter
Ether	Mid Tonic (2)	Earring	Bent Sword
Revive (2)	600 G	Magic Tab	
500 G	300 G	Speed Tab	



Rocky Climb

Following the advice of the folks in the villages, place Lucca in your party to have access to Fire magic. Head north, collecting **300 G** on the way. When you reach the bottom of the ladder, the "Legendary Hero" is chased out by a Goblin. Defeat the first monster, and an Ogan shows up.

TIP

Ogans are Goblins with a wood club that increases their defense and attack abilities. Start battles against them by casting Fire and the club will burst into flames. The monsters then become regular Goblins that are easier to kill.



Go under the tree branches to the right of the ladder. Collect the **Mirage Hand**. Now return to the ladder and climb upward.

A series of difficult enemies waits at the top of the mountains. Lucca's Fire abilities are often needed, so be sure to equip her with something that increases Speed.

**The Water Slide**

Collect **300 G** from the chest and curve north to the top of the waterfalls. Defeat the Free Lancers and Bellbird, take the **Mid Tonic** and then move downstream. Fall down the left waterfall to drop onto a cliff to obtain a **Silver Stud**. Move right, and jump to a lower cliff where a **Silver Earring** is located. Equip these items, as they are extremely beneficial.

Hidden Items

Return to the mountaintop and continue heading west. After crossing a bridge, you'll find a peaceful white monster enjoying the view. Keep pestering the thing until it hands over a **Magic Tab**.

Continue downward to a save point. There won't be another save point before the boss, and you can't come back to this one. So, if you have to, use a Shelter if necessary and save now. Below the save point is a chest with a **Mid Ether**. Head directly west to the corner and search for a hidden **Speed Tab**.

In the next area, that rock-tossing Free Lancer will assault you again, but don't panic. Hidden under the branches near the entry point is a chest containing a **Gold Suit**. Defeat all the enemies in this area, then climb up to the cave's entrance.

TIP

After the Masamune is upgraded in a future side quest, return to the rock-tossing Free Lancer with Frog in your party. Frog will catch the **Gold Rock**, an accessory needed to perform the Grand Dream Triple Tech.

BOSS: MASA, MUNE

HP: 1000 ea.

EXP: 400

TECH: 4

G: 600

WEAK vs: None

STRONG vs: None

CHARM: —

The best party for these back-to-back bosses consists of Crono, Lucca, and Robo. Focus your attacks on one of the brothers, and hit him continuously with your strongest Dual Techs and magic spells. You only need to defeat one brother for the fight to be over. Note that Mune, on the left side, will not counterattack. In the meantime they will counterattack with their own brand of X Strike. Designate one character to heal the wounded every round.



BOSS: MASAMUNE

HP: 3600

EXP: 500

TECH: 10

G: 1500

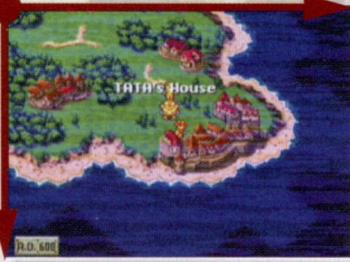
WEAK vs: None

STRONG vs: None

CHARM: —

The brothers will combine into one massive creature. Pound it with your most powerful Dual Techs and magic, but watch out for its main counterattack. When you see that the monster is "Storing Tornado Energy," Crono should perform Slash immediately. This disperses the energy that the boss is storing, preventing it from using its most damaging attack.

After the battle, you are granted the **Bent Sword**. The brothers are kind enough to help you leave the mountains without backtracking.



TATA'S HOUSE

Check up on the "Hero" to see what happened. Return to Tata's House in Porre and speak to the young lad. He'll gladly turn over the **Hero Medal**.

Hero Medal

ITEMS FOUND

CURSED WOODS

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Gnawer	210	2	300	26	None	None	None
T'pole	150	1	30	26	None	Mid Tonic	None

Return to Frog's lair in the woods northwest of Porre. Examine the glittering box where Frog was standing and the **Bent Hilt** will leap out. One of your characters will notice that "MELCHIOR" is inscribed on the object, so it's time to revisit 1000 AD.

TIP

There is a strange blue creature that can be spotted in these woods occasionally. If you run up to it and press X, it will scream "Stop, you dogs!" and depart. It is a rare occurrence and may be worth investigating.

ITEMS FOUND

Bent Hilt

ITEMS FOUND

ITEMS FOUND

ITEMS FOUND



MELCHIOR: I doubt that you'll ever find the red stone, but if you bring some to me, I will fix the Masamune. Keep the sword with you until then.

MELCHIOR'S HUT

Travel back to Truce Canyon and use the Time Gate to return to the End of Time. Use the time pillar to go to Medina Village in 1000 AD. Head west to Melchior's Hut, and speak to the old fellow again. He won't divulge details, but he does agree that he could repair the Masamune if he had something called a Dreamstone. However, such an item hasn't existed since prehistoric times.

THE END OF TIME

Return to the Time Gate in the closet, and zap back to The End of Time. Use the lower time pillar to begin a journey back to 65,000,000 BC.



THE RARE RED ROCK – 65,000,000 BC

MAIN OBJECTIVES:



Defend yourself against the Reptites.



Follow Ayla back to her village.



Beat Ayla in the soup drinking contest



Lucca: These prints were left by the thief!
The Dreamstone and Gate Key are gone!

MYSTIC MOUNTAIN

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Kilwala	160	2	0	42	None	None	Petal
Reptite	92	2	0	72	Magic	Magma Hand	Petal
Runner	196	2	0	48	None	None	Horn

The party steps out of the Time Gate in midair! After crashing to the ground below, enemies called Reptites attack. Use Magic and Dual Techs to clear the area. When a second group closes in, you're outnumbered! Luckily, a cave woman jumps into the fray.

After your second fight, Ayla introduces herself to Crono and invites the party back to her village. As you follow her, avoid enemy confrontations and grab the **Berserker** on the left.



IOKA VILLAGE

Head east and then north toward the four large huts. This is Ioka Village, which is spread north and south of the river. In one of the lower tents is a woman who will let you drink water that restores HP/MP.

The upper left dwelling is the Chief's Hut. Inside, Ayla explains about her people and their war with the Reptites. Then she orders a celebration in your honor.

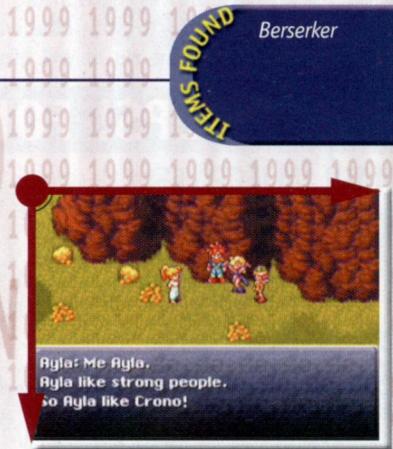
Tribal Beat

As the festivities get underway, talk to Ayla, Kino, and your party members. Keep talking to everyone until Ayla challenges you to a soup drinking contest. The prize is the **Dreamstone** you seek! Rapidly tap the X button until the contest is over. It's easier than the soda drinking game back at Leene Square, but if you lose just keep trying until you win.

What a Night...

When the party awakes in the morning, they are surrounded by footprints. The Dreamstone and Gate Key are gone! Return to the Chief's Hut and awaken Ayla. She joins the party to help get your stuff back from the Reptites. Include Marle or Robo in your party, to act as a healer.

With the chief in tow, the witch doctor in the upper right hut will now trade you items. In order to trade, you need items such as Petals, Fangs, Horns, and Feathers that can only be gained by defeating enemies in this time period. A man to the left tells you what items can be traded for here. Stop by the lower east hut and talk to the front person to receive a **Tonic**.



ITEMS FOUND
Berserker



ITEMS FOUND
Dreamstone Tonic



Want to know items?
Yes.
No.

ITEMS FOUND

HUNTING RANGE

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Amphibite	100	0	0	66	None	2 Horns	None
Anion	152	1	0	72	None	None	2 Feathers
Croaker	100	0	0	66	None	2 Fangs	None
Ion	152	1	0	72	None	2 Feathers	2 Feathers
Nu	1234	30	0	248	None	Mop	3 Petals, 3 Fangs, 3 Horns
Rain Frog	100	0	0	66	None	None	2 Fangs

To obtain the items needed to trade at the Ioka Hut, venture north to the Hunting Range and seek out some of the wildlife. Each time you enter the area, little monsters will be everywhere.

Periodically it will rain in the Hunting Grounds. When this occurs, run like crazy around the area looking for the Nu. This bizarre blue creature will give you three of every item if you defeat it. The first time you defeat the Nu, it will give you the **Third Eye**, which increases Evade.



FOOTSTEPS! FOLLOW! – 65,000,000 BC

MAIN OBJECTIVES:



Find out what Kino's been up to.



Navigate the area and exit south.



Penetrate the Reptite Lair.



Collect items from all branches of the lair.



Defeat Nizbel.



Head back to the Time Gate at Mystic Mountains.



Return to Melchior to repair the Masamune.

FOREST MAZE

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Gold Eaglet	400	2	80	32	None	Ether	Feather
Kilwala	160	2	0	42	None	Petal	Petal
Runner	196	2	0	42	Lightning	None	Horn
Winged	450	2	0	123	None	Ruby	Fang
Ape						Vest	
Red Eaglet	400	2	0	69	None	None	Feather

ITEMS FOUND

- Mid Tonic (3)
- Mid Ether (2)
- Revive (2)
- Shelter
- Heal



Jealous Kino

Kino stands at the entrance of the Forest Maze surrounding the Reptite Lair, and he admits to stealing your Gate Key. Ayla sends him back to the village pouting, and you may plunge into the thicket.

Follow Footsteps Closely!

Immediately below the entrance point is a treasure chest containing a **Mid Tonic**. The chests in this area blend in and are a bit hard to spot. Use the maps for this section to locate the chests and to figure out how to navigate.

Once you get to the southern portion of the maze, you can no longer rely on the footprints to lead you to the exit. Use the maps instead, and after you collect all the supplies look for the exit point.

REPTITE LAIR

ENEMIES

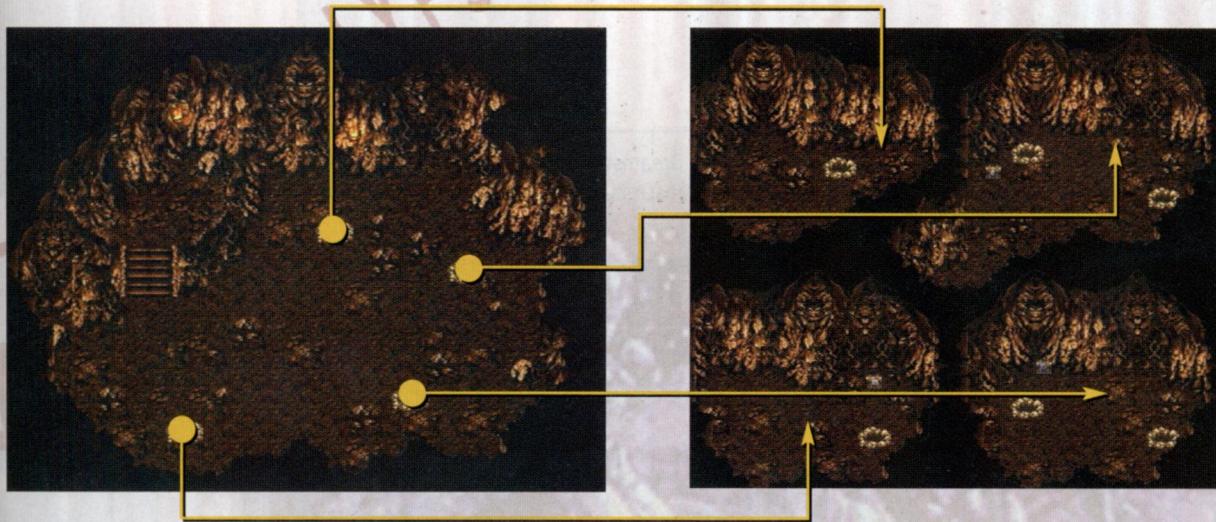
NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Evilweevil	158	2	0	81	Magic	Dream Gun	Feather
Fly Trap	316	2	0	86	Attack	Dream Bow	Petal
Megasaur	830	2	0	147	Lightning	Aeon Blade	Fang
Reptite	92	2	0	72	Magic	Magma Hand	Petal
Shiitake	158	2	0	111	Magic	Petal	None
Winged Ape	450	2	0	123	None	Ruby Vest	Fang

ITEMS FOUND	Mid Ether (2)	Rock Helm
	Full Tonic (2)	Elixir Full
	Ruby Vest	Ether

The Burrowing

Head into the cave and take the right tunnel. Wait on the raised platform, and watch the Evilweevils at work, burrowing holes in the floor. All but one Evilweevil will do this. That leaves only one monster, which is easy to dispatch.

The holes in the floor lead to various chambers in the Reptite Lair. If you look at the maps and the way they are connected, you can see that there are four distinct pathways through the lair, and you can see the treasures along each route.

**TIP**

A particularly nasty enemy is the Megasaur. Cast Lightning on it to reduce the Megasaur's defense, and the "shock" lasts a few turns. Hit it with your hardest Dual Tech to finish the creature before it recovers.

Whichever path you take, you must continue following that path until you are dropped into a large chamber where Reptites run amok. Two of them are busy guarding chests that contain a **Full Ether** and a **Rock Helm**. Exit through the cave to the right.

TIP

Want to collect the treasures from every path? Head upward past the Winged Apes and Shiitakes and enter the first cave on the left. Climb to the top of this section and drop into the hole to go back to the entrance.



At the top of the narrow bottom corridor is a team of Reptites with a Megasaur. After defeating them, a save point will appear on the right. Use a Shelter if needed and save before continuing north. Also note that when you defeat the boss, the party will leave the Reptite Lair automatically and you can't return for any missed treasures.

BOSS: NIZBEL

HP: 4200

EXP: 500

TECH: 10

G: 0

WEAK vs: Lightning

STRONG vs: None

CHARM: Third Eye

Azala's creation is mostly invulnerable until you use a Lightning Spell on it. Once its Defense is lowered, attack it with your strongest Dual Techs, such as Drill Kick, Volt Bite, or Ice Sword 2.

Two or three rounds after you've cast the Lightning spell, Nizbel will discharge an enormous electric shock. Make sure to use a healing Tech like Aura Whirl or Heal Beam. After the discharge, you have to cast another Lightning spell and start over. Keep your HP high for those static discharges, and you should be able to outlast Nizbel.



IOKA VILLAGE

After Nizbel is defeated and Azala is running for cover, the team reclaims the **Gate Key** and can return to the future. Return to Mystic Mountain, climb to the top and jump off the cliff into the Time Gate. At the End of Time, move to the time pillar that will take you to Medina Village in 1000 AD.

ITEMS FOUND
Gate Key
Dreamstone

MELCHIOR'S HUT

When you approach Melchior with the Masamune parts and the Dreamstone, he agrees to fix the blade. Follow him downstairs, and be patient while he works. Eventually, they reconstruct the Masamune and the beautiful weapon will be ready to return to its rightful heir.

ITEMS FOUND
Masamune

THE MASAMUNE – 600 AD

MAIN OBJECTIVES:



Return to 600 AD and find Frog in the Cursed Woods.



Travel to the Magic Cave and break the seal.



Brave the Magic Cave and read the dead soldier's note.



Prepare to enter the castle of evil Magus.

CURSED WOODS

From Medina, travel back to the End of Time and use the time pillar that takes you to 600 AD. Travel back to the Cursed Woods and speak to Frog. He accepts the Masamune and permanently joins the party. Now choose who will go to Magus's Castle. Crono and Frog must be in the party, so take Lucca along to balance the party magic-wise.

TIP

Frog won't learn any new Techs until you return to the End of Time and introduce him to Spekkio. There, he will automatically learn the **Water** spell.

MAGIC CAVE

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Gremlin	110	2	70	51	All	None	None
Vamp	120	2	70	65	Magic	None	None

The Magic Cave is a rather nondescript mountain east of Fiona's Villa. Frog will create an entrance with the Masamune. Make sure you also equip Frog with the Hero's Medal, which increases the Critical Hit rate of the Masamune.

The Magic Cave is a short but twisting cavern full of Gremlins and Vamps. Both enemy types can only be attacked with magic, and a stampede of Gremlins will emerge when you're halfway through. At the exit there is a note pinned to a dead soldier that relates information about an upcoming enemy called a Juggler.

A tiny bat tags along with you. Ignore it for now.

MAGUS'S CASTLE – 600 AD

MAIN OBJECTIVES:



Explore the lair and collect items.



Meet Ozzie at the center.



Defeat the doppelgangers in the east wing.



Fight your confusion about Flea.



Exchange blows with Slash.



Follow Ozzie further into the castle.



Drop Ozzie to his doom.



Prevent Magus from unleashing the apocalypse.

MAGUS'S LAIR

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Decedent	67	1	90	12	Lightning/Fire	None	None
Flunky	390	2	170	127	Magic	None	None
Grimalkin	120	3	180	114	None	None	None
Groupie	390	2	210	113	Magic	None	None
Fat Hench	180	2	200	93	Fire	None	None
Juggler	450	3	220	128	Varies	None	None
Omnincrone	218	1	55	22	None	None	Ether
Outlaw	182	3	90	104	None	None	None
Roly Bomber	99	3	100	72	Magic	None	None
Shadow	1	1	50	14	Magic	None	None
Sorcerer	220	3	220	111	Fire	None	Mid Ether
Vamp	120	2	70	65	Magic	None	None
Save Point	10	2	100	144	None	None	None

ITEMS FOUND

Mid Ether (4)
Shelter (2)
Slasher
Barrier (2)

Magic Tab (2)
Mist Robe (2)
Dark Mail
Doom Finger

Lapis
Speed Belt
Revive
Magic Scarf

Palace of Darkness

Eerie silence pervades the halls of the evil wizard's castle. In the east wing are four children guarding a chest, and further up is an unguarded **Mid Ether**. Clones of Crono's mom, Queen Leene, and Taban will haunt you.

Return to the foyer and explore the west wing to find another **Mid Ether**, and at the far end is a second throne room with items on either side.

Return to the entrance, where a save point has mysteriously appeared. Examine it and Ozzie materializes. He summons monsters for you to fight.



The Charming Magician

Proceed up the east wing once more. This time, the children will transform into Shadows. Use magic to wipe them out. Their treasure is a **Barrier**.



Proceeding north, you'll be attacked by Sorcerers, who conjure Fat Henches and Vamps to outnumber you. Destroy the Sorcerer first, using a strong physical Tech like X Strike. Otherwise it will continually heal itself and the others. At the far end of the east wing is the magician Flea.

BOSS: FLEA

HP: 4120 EXP: 500 TECH: 10 G: 1000 WEAK vs: Attack STRONG vs: Magic CHARM: —

As you start this fight, you'll notice a question mark after Flea's name. In truth, this is ***NOT FLEA!*** Don't waste any MP destroying this impostor. When the monster is destroyed, it drops the MP of the character who killed it to zero. Quickly use a Full Ether as you fight the real Flea.



The tiny bat which has been following you since the Magic Cave now reveals itself to be the true Flea, and he (?) can be a cunning opponent. Being mostly immune to Magic attacks, Flea is only susceptible to physical blows.

For this fight, it's best to have a party of Cronic, Frog, and Robo so that your clunky metal friend can perform Heal Beam as well as powerful physical Dual Techs like Rocket Roll and Blade Toss. Cronic and Frog can perform X Strike, but your amphibian counterpart is going to be busy healing and curing status ailments. Flea has a habit of charming one of your characters to strike the other two, which is not a lingering status abnormality. Don't waste curative items unless the character remains in a Chaos state.



The Sword Master

Flea will drop a **Magic Tab** on the ground following his departure. Explore the west wing now, defeating the Omnicrones and Decedents that have appeared here. Place Lucca or Marle on the combat team before reaching the boss at the top of the area. After a host of Decedents, the blue lord of the sword appears.

BOSS: SLASH

HP: 5200 EXP: 500 TECH: 10 G: 1500 WEAK vs: None STRONG vs: Magic CHARM: —

Slash is a bit more difficult to fight since he lasts two battles. During the first round, he barely pays attention to you. Reserve your waning MP for the second round, and in the meantime just attack normally and use X Strike occasionally.

After the first amount of HP is gone, Slash grabs his infamous sword off the wall. This item sharply raises his magic defense, so he is only vulnerable to physical attacks in the second half of the fight. Some of Slash's attacks will cut your characters' HP by half.

Make sure that one character in your party is dedicated to healing the others. Fire up sword-based Dual Techs such as Spire, Sword Stream, Red Pin, and Ice Sword or Fire Sword.



The Daunting Green Blob

Your blue foe leaves his prized weapon behind him, the **Slasher**. Equip Cronic with this weapon immediately. Also, a valid save point appears.

Examine the save point that has reappeared in the foyer, and you are transported to another area. Fight your way up the corridor to the top, where the elusive Ozzie appears once again. Grab the **Mist Robe** from the nearby chest and pursue him.



The Chopping Block

The great green one has a series of hoops for you to leap through, starting with a conveyor belt nightmare. Wait to hop on each belt until the moment that the blade strikes, so you slide under while the blade is rising again. Collect the **Dark Mail** on the way, and equip it quickly. Keep braving the chopping blades and use Mid Tonics if you get hit. Upon your reaching Ozzie, he'll retreat once more. Take Robo's **Doom Finger** and move on.

Jugglers

Climb the series of ascending ramps, battling Rolys, Vamps, and Jugglers. You can avoid all these fights by climbing over the sides using the chain ladders, whenever a Roly gets close. Remember the dead soldier's note about Jugglers. Start off with a regular attack. When you see that the Juggler's physical defense is definitely on, cast a magic spell. It will switch over its defense each time it is struck, so your next character will have to use a regular attack, and then a magic spell, and so on.



There appear to be four save spots in the room, but it's an illusion. One of the save points is real, but two of the save points will actually spread out and attack! They're low on HP and don't do much harm, but it's annoying. Generally, the two save points that will attack are directly across from each other, and the real save point is across from the one which will teleport you back to Ozzie's trap room. When you finally avoid all the traps and reach Ozzie, he high-tails it once more.

Exploding Rolys

The next series of ascending ramps is plagued by Roly Bombers. These will explode when defeated, damaging your whole party. Avoid fighting them if possible. When a Roly Bomber barrels down the ramp, climb down one of the chain ladders momentarily until it passes. Also, avoid fighting the Outlaws and Jugglers until a Roly Bomber is way past, or they will get caught in the melee too.



Monster Winches

Ozzie's next set of traps involves raising Outlaws, Groupies, and Jugglers out of the ground. When fighting multiple Jugglers, it's important to focus on one Juggler at a time. Wait until one character attacks before commanding the next character to cast a spell or whatever. As Ozzie continues to flee, collect the **Speed Belt** and catch up to him.



Not So Fast, Green Boy!

After another corridor teeming with monsters, you'll catch up to Ozzie at last. This really isn't a boss fight since there's no EXP, Tech Points, or G. Ozzie will raise an impenetrable barrier, but he is not your target. Each turn, one of the winches on the side becomes a target. Attack the winches each round until Ozzie drops into a pit.

After the fight, two save points appear. The one on the right allows you to use a Shelter and save, and the one on the left teleports you to Magus. Collect the **Mist Robe** and **Magic Scarf**, then go to the left save point. One of the most effective parties to use is Crono, Frog, and Lucca.

BOSS: MAGUS

HP: 6666

EXP: 1500

TECH: 15

G: 3000

WEAK vs: The Masamune

STRONG vs: *

CHARM: —

Magus's shifting magic barrier prevents him from being hit by any type of magic save one. Your first job is to test the waters and see what that type of magic to which he is vulnerable. Have Crono cast Lightning, and if it fails you will see a message telling you exactly what type of magic will be effective. Once you know, cast that spell only and avoid using physical attacks. If Crono or Lucca performs a physical attack, Magus's barrier will change to some other type of magic. It *might* change when you cast a spell, but it will *definitely* change if you attack him. If the magic barrier switches to Water or Shadow, attack Magus immediately to change it to Lightning or Fire. Frog should attack with the Masamune, since every time you strike with the Masamune, Magus's Magic Defense will drop. Thus, whatever your other character is casting will become more effective each round! This method may leave one of your characters standing there, either Crono or Lucca. Just have that person heal the other two with items.

The battle changes gears when you see a message onscreen reading "Magus risks casting a spell!" When this occurs, anything goes! Start whacking Magus with your most powerful Techs, whether magic or physical. His barrier doesn't exist anymore, but you need to take him down fast at this point. Magus will be casting all sorts of dark spells on your crew. If you don't take out Magus quickly, he will use Dark Matter, inflicting a large amount of damage on the entire party. Frog will have to stop attacking in order to cure people. Maintain your barrage of attacks until the dark lord relents.



The Massive Rift

Magus curses the heroes for interrupting his ritual, and a huge rip in the time-space continuum opens! The party is sucked into the vortex.

FORWARD TO THE PAST – 65,000,000 BC

MAIN OBJECTIVES:



Follow Kino to the Laruba Ruins.



Storm the cliffs of the Dactyl's Nest.



Ride the Dactyls to the Tyrano Lair.

IOKA VILLAGE

The characters rest and recuperate in Ayla's Hut, so you're at full HP/MP when Kino comes storming in. Follow him to the Laruba Ruins, nestled in the green area to the northwest.



LARUBA RUINS

Ayla obtains permission to fly the Dactyls from the Elder of the smoldering Laruba Village. Follow her out to the world map, then north to the mountains where the Dactyl's Nest lies.

DACTYL'S NEST

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Avian Rex	327	3	0	129	Lightning	None	Feather
Cave Ape	436	3	0	123	None	None	Fang
Shist	250	3	0	94	None	None	Petal

ITEMS FOUND
Mid Ether
Mid Tonic
Meso Mail



The Winged Perch

The Dactyl's Nest is a blessedly short area to climb. Use the branch-trunk ladders to climb the rocky cliffs and ascend to the peak, where Ayla summons three giant Dactyls. She permanently joins the party, so you must choose a third to go along. The safest bet is Frog.

Flying High

The Dactyls are piloted using the D-pad, and you can land in any area that is large enough by pressing X. Press X again to get back on the Dactyls and rise. Stop by the Chief's Hut in Ioka Village, to rest for free and save your game. Then proceed southeast across the magma flows to the highly advanced Tyrano Lair.

TIP

The Ioka Trading Hut has better items now, for the same trading values as before! If you don't have a good stock of trading items, swing by the Hunting Grounds and defeat a few monsters. For the Tyrano Lair, you should have Ruby Vests for all your characters. Many of the enemies inside inflict fire damage. Trade at the Ioka Hut until your party members are all equipped with Ruby Vests.

UNNATURAL SELECTION? – 65,000,000 BC**MAIN OBJECTIVES:**

Free the villagers at the
Tyrano Lair.



Kino opens the upper levels.



This is a special place.
The great Nizbel was defeated here!

Defeat Nizbel II.



Confront Azala and his
mighty pet.



A new Time Gate appears in
the Lair Ruins.

TYRANO LAIR**ENEMIES**

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Avian Rex	327	3	0	129	Lightning	None	Feather
Cave Ape	436	3	0	123	None	None	Fang
Reptite	336	4	0	126	None	None	Mid Tonic
Terrasaur	1090	4	0	253	Magic	Lapis	None
Volcano	257	7	0	222	Water	Lapis	None

ITEMS FOUND

Mid Ether (2)
Full Tonic
Full Ether
Tonic
Revive
Cera Topper (2)
Meso Mail





Prison of the Lizards

Run past the Cave Apes, through the right skull and down the stairs. Use Lightning magic against the Reptites, then push the button on the door to release the prisoners. Continue defeating the lizard creatures as you descend further.

Talk to Kino through the bars, and Ayla busts him out. Kino offers to show you something, but first open the pod in the back of his cell to receive a **Mid Ether**. Now follow Kino back up to the entrance, where he opens the left skull. After Kino departs, start heading upward.

In the room above, step on the left and right floor buttons to drop the monsters into the pit rather than fight them. Go through the right door and cross the balcony to the far side. In the room with two pods, check the left one for a **Full Tonic**, but don't check the right one! If you do, you'll be dropped into the villagers' cell, where you'll have to fight a hazardously large group of monsters.

Return to the room where you dropped the monsters, and you must fight the ones on the right side. Drop the ones on the left side into the pit again and go through the left door. Cross the balcony to the far left to a room with a strange floor.

Use the map on the previous page to determine where the warp fields are, and where they take you in the room. After collecting the four items, proceed to the exit and continue upward.



Cross the treacherous balcony past the locked gate to the open doorway on the far right. Inside here are two switches and a giant skull. Push the right switch to open it. If you push the left switch, monsters pop out. Step inside the skull and take the **Full Ether** from the right pod, then push the switch on the back wall. The gate back out on the balcony will now be open.

Nizbel II stands inside the entrance. However, it doesn't recognize you at first, so you may move around it to the save point. Use a Shelter if needed before proceeding north, when Nizbel II suddenly speaks up.

BOSS: NIZBEL II

HP: 4200

EXP: 880

TECH: 15

G: 0

WEAK vs: Lightning

STRONG vs: N/A

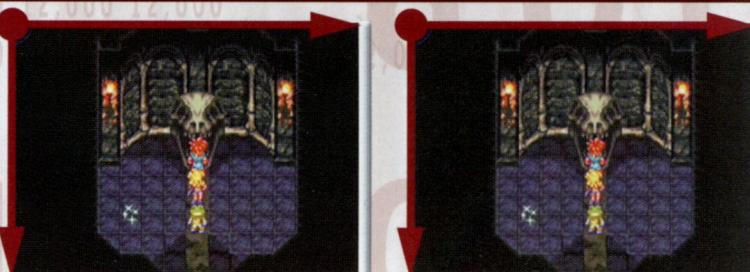
CHARM: Third Eye

Nizbel II has modified its attack pattern since the first Nizbel lost. This time, your only option is to attack with Lightning each round. If you use regular attacks, its magic and physical defense will rise each time. Crono and Ayla's Volt Bite is particularly effective, and gets better each round. Each time you electrocute it, Nizbel will discharge electricity. Also, Nizbel II inflicts poison, so use a Heal to prevent HP draining. Have Frog heal and cure party members every round, and you should remain all right as the Lightning strikes whittle away its HP.



Tricky Switches

Nizbel II was just a warm-up! Continue upstairs to a locked middle gate. Proceed to the far right and enter. Of the three switches in the side room, push the middle switch to make a save point appear. Use a Shelter and save. Avoid pushing the other two switches; they release monsters and pit traps. Examine the skull to open it. Inside, grab the **Full Ether** and press the wall switch to open the gate out on the balcony.



The Lizard King

After Azala flees the throne room, take the **Mid Ether** and **Cera Topper** from the pods on either side.

BOSS: AZALA, BLACK TYRANO

HP Azala: 2700

EXP: 1800

TECH: 25

G: 0

AZALA: WEAK vs: N/A

BLACK TYRANO:

STRONG vs: N/A

AZALA: CHARM: Magic Tab

B. TYRANO: CHARM: Power Tab

Strike down Azala's defenses with magic spells, then take it out with magic-based Dual Techs such as Volt Bite and Spire. The Black Tyrano will be invulnerable until Azala is defeated, but that doesn't stop it from helping out its master. Upon defeat, Azala performs an HP Break that could do some minor damage, so hopefully one of your characters can heal everyone in one turn.

Black Tyrano's DEF is unbeatable, so don't waste a lot of MP right away. Perform regular attacks until you see a message that its DEF has lowered to charge up its attack. Now unleash as many attacks as possible to bring this big boy down. While you strike, Tyrano will roar for some minor damage. Also, note that it counts down. It keeps building power until the count reaches zero, where it fires a gout of flame at each of your characters. Those who are protected by Ruby Vests or Ruby Mails will take less damage. After the attack, its DEF rises again, so resume regular attacks and recover some HP if possible. Once the DEF goes down and the countdown resumes, try to defeat it before you go through that fire mess again.



Evil Meteor

The defeat of Azala and the Tyrano signals the end of the Reptites' reign, and the beginning of humankind's dominance. The characters watch in horror as Lavos falls out of the heavens and plunges deep into the earth, destroying the Tyrano Lair. After the chaos, return to the Lair Ruins and enter the new Time Gate.

THE MAGIC REALM — 12,000 BC

MAIN OBJECTIVES:



Determine the secret of the magic books.



Challenge the hidden Nu.



Witness the scene between Janus and Schala.



Follow Schala to the Sealed Door.



Get KO'd by the Golem.



The Prophet makes sure you leave.

SKYWAY

Now that you're thrust into the Ice Age predicted by Azala, make your way east to the futuristic dome. Step on the teleportation pad inside to arrive in the magical floating kingdom of Zeal.



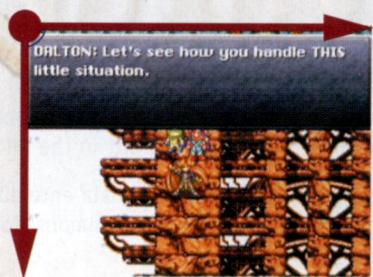
ENHASA

Doreen, who looks similar to Masa and Mune, appears in various corners of this castle, to inform you about Zeal. Speak to all the inhabitants to learn about the dream culture of Enhasa. Step on the blue pad to restore the current party's HP/MP.



LAND BRIDGE

Exit Enhasa and head north to the teleportation pad. Transfer down to the bleak surface, then cross the world map to the north. Teleport back up and you'll be on the central island of Zeal.



BLACKBIRD

Move all the way across Zeal to the left and visit the area with the large aircraft. Speak to the guards, and the boisterous and cruel Dalton will appear.



KAJAR

Next to the Blackbird is the castle where magic is studied. Everyone here will speak about the origin and properties of spells. The big blue Nu behind the counter sells a few items. Move to the upper right corner of the area to find a shining tab atop the bookcase. To obtain it, enter the doorway and search the lower right corner of the research room. After gaining the **Speed Tab**, talk to the Nu in the upper left corner of this room. He talks about water, wind, and fire.

Situated around the castle are three books that need to be opened in a certain order. Each will display its element when opened. The water book is in the upper left corner, the wind book is near the bottom right corner, and the fire book is in the center near the Nu. When this is done correctly, a doorway will open.

Inside is a Poyozo Doll. Examine it to receive the **Black Rock**. Read the note in the upper left corner, then return to Enhasa.

ENHASA

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Nu	1234	15	0	124	None	Mop	Magic Tab, Speed Tab

ENHASA

There are also three magic books in Enhasa. Open the water book on the right side of the castle. Travel to the top left corner and open the wind book. Then return to the reception desk at the front and open the fire book. A secret room opens behind the desk.

Challenge the blue Nu inside this room, and he will split into six. It's not difficult to defeat them; just use any level 2 tech each turn. Ayla can Charm the Mop from one of the Nus. Your rewards are a **Magic Tab** and a **Speed Tab**.



ZEAL PALACE

Enter the cave at the base of Mount Zeal, and work your way through the tunnels and teleporters until you enter the palace.

Masa and Mune block the center stairs, so you have to go the long way around. On the bridge over the main floor is a Nu. Speak to it and you'll discover its "scratch point." Return to Kajar and scratch the Nu who wouldn't speak to you previously. It will bestow upon you a **Magic Tab**.

Return to Zeal Palace and enter the upper right chamber. Continue to the right into a bedroom. After a short scene involving Janus and Schala, follow the lady to the middle door.

A few feet up the corridor, Schala uses her pendant to unseal a very familiar-looking door. Marle's Pendant doesn't work the same, but it will after a visit to the Mammon Machine.



Return to the lobby and enter the upper left doorway. Move the Nu out of the way and enter. Examine the shining red dot in the middle of the Mammon Machine.

Now return to the room Schala entered and the door opens. The Prophet somehow recognizes Crono and his gang, and Dalton summons a formidable creature to take you down.

BOSS: GOLEM

HP: 7000 EXP: 1000 TECH: 35

G: 2000 WEAK vs: All

STRONG vs: N/A

CHARM: Magic Tab

This boss is nearly impossible to beat in your first game. Allow it to defeat your party to speed things along. If Ayla is available, salvage some dignity from the situation by Charming a Magic Tab. This creature might be beaten, but winning just triggers an extra event where Dalton is infuriated and the party is captured anyhow.



Back You Go

The Prophet has you escorted back to the cave where your Time Gate lies. After you are sent back to 65,000,000 BC, the gate is permanently sealed. No more returning to the Magic Realm, it seems.

BREAK THE SEAL! – 65,000,000 BC

MAIN OBJECTIVES:



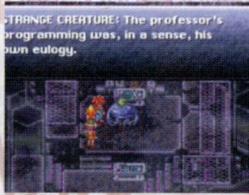
Use the Time Gate in the Mystic Mountains.



The Old Man has some clues.



Return to the Proto Dome in 2300 AD.



Enter the Keeper's Dome and speak to the Nu.



Obtain the Epoch and return to 12,000 BC.



Meet the citizens of the Terra Cave.



Clean the Beasts out of the nest.

MYSTIC MOUNTAINS

In 65,000,000 BC, get back on the Dactyls and fly. Land near the Mystic Mountains, and use the Time Gate.

END OF TIME

Speak to the Old Man under the lamppost, who points you toward the "Wings of Time." Use the right shiny dot to restore HP/MP, and enter the time pillar to return to 2300 AD.

THE SEALED DOORS IN 2300 AD

Since your first entrance into this time period, you've seen several doors in the domes that you couldn't open. Now that Marle's Pendant has the power to break seals, it is time to collect these hidden items. Trek across land back to Arris, Bangor, and Trann Domes. In Arris Dome, look in the center of the sealed room for a shining Power Tab. In Trann Dome, there's a twinkling Magic Tab to the left of the treasure chests in the sealed room.

KEEPER'S DOME

Just inside the dome is a dozing Nu. It is confused for the moment, so head north. The path extends under the mesh platforms, although it's a bit hard to make out. Continue north to the sealed door and open it with the Pendant.

Continue to the top of the room, stopping at each shining dot to hear a message from Belthasar. One of the dots near the end is actually a Magic Tab. Return here after the next event to get it. Open another sealed door at the north exit.

Move north of the white device, where the party will marvel at the time machine. Now head back toward the entrance. The Nu will enter with a ramp for the machine. After it explains how the Epoch works, name it and climb aboard the ramp. Just stand to the side and press X. With this machine, break the seal and return to 12,000 BC.

ITEMS FOUND	Power Tab Lumin Robe Elixir Hit Ring	Gold Earring Charm Top Full Ether (2) Wallet	Magic Tab Gold Stud
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ITEMS FOUND	Magic Tab Epoch
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ITEMS FOUND

TERRA CAVE

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Beast	830	5	450	204	None	Rainbow Helm	None



The Land Dwellers

Once back in 12,000 BC, move north to the Terra Cave. The people here are considered simpletons by the folks from Zeal, but they are extremely helpful. On the top floor of the Terra Cave is a shop with great items. Stock up and continue down. On the fourth floor down is a residence where the owner lets you rest for free. Proceed down to the bottom floor and use the save point before entering the "Beast's Nest."

Directly across from the entrance on the right side, look for a shiny **Power Tab**. Proceed north to encounter some Beasts. Charm each Beast for a **Rainbow Helm**, a super-protective helm that reduces Lightning damage by half. Continue north until you encounter some more colorful Beasts.



BOSS: BLUE BEAST, RED BEAST, MUD IMP

HP Blue Beast: 5000

EXP: 954

TECH: 22 G: 2600

BLUE: WEAK vs: Fire

BLUE: STRONG vs: Absorbs Water

BLUE: CHARM: Mermaid Cap

HP Red Beast: 5000

RED: WEAK vs: Water

RED: STRONG vs: Absorbs Fire

RED: CHARM: Elixir

HP Mud Imp: 1200

MUD IMP: WEAK vs: None

MUD IMP: STRONG vs: None

MUD IMP: CHARM: Speed Tab

This cute but surprisingly difficult trio can reduce HP quickly, and becomes a difficult boss to defeat. The Mud Imp heals the two Beasts, but cannot be damaged sufficiently until the Beasts are gone. The ideal party will be Crono, Marle, and Ayla. Although each Beast has its strength and weakness versus fire and water, Crono can hurt *any* of them. So when Marle isn't healing, she and Ayla should team up to Twin Charm items, while Crono casts Lightning 2. When you've reaped what you can, Crono and Marle should team up to execute Ice Sword 2 on the Red Beast, which will also strike the Mud Imp. Once the Red Beast is gone, switch Crono over to performing Volt Bite with Ayla. Then finish off the Mud Imp with your strongest techs.

Blue Beast Crono 605:38
Red Beast Marle 531:58
Mud Imp Lucca 403:56Blue Beast Crono 699:54
Red Beast Marle 531:56
Mud Imp Lucca 403:54

THE GURU ON MT. WOE

MAIN OBJECTIVES:



Climb the Mountain of Woe.



Free Melchior from the Giga Gaia.

MT. WOE

ITEMS FOUND
Lode Helm
Shield (2)
Lode Vest
Barrier (3)Lapis (2)
Full Ether (2)
Shelter
Time HatMagic Tab
Ruby Knife

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Bantam Imp	250	6	550	222	None	Alloy Blade	None
Gargoyle	260	6	0	216	None	Big Hand	None
Man Eater	250	6	750	253	None	Pearl Edge	None
Rubble	515	100	0	1000	None	Mid Ether	Mid Ether
Stone Imp	300	6	300	126	None	Mid Ether	None



THE CHAINS OF FATE

After defeating the Mud Imp and its Beasts, return to the Terra Cave and sleep at the Inn. Save your game and ascend the massive chain to Mt. Woe. There are a massive number of items to collect in just four screens, so use the maps to navigate and collect items. Enemies such as the Bantam Imp and Gargoyles will drop from nowhere to attack. The Bantam Imp is a two-stage enemy that drops a Stone Imp on the ground after the bird portion is killed. It is the flying enemy that can be Charmed for Crono's Alloy Blade. The Gargoyle can be Charmed for Robo's Big Hand. The Man Eaters hold Frog's Pearl Edge. Charming is the only way to get these weapons.

**TIP**

Attack the Rubble enemies, and after a few turns they will try to escape. However, destroy one before it runs and it's worth 1000 EXP, 100 Tech Points, and a Mid Ether! This is a great way to level up your characters and learn techs, so give it a try. Keep in mind that before the fight begins the Rubble will lock out the use of items and tech skills.

BOSS: GIGA GAIA

HP: 9500

EXP: 3000

TECH: 30

G: 3000

WEAK vs: None

STRONG vs: None

CHARM: From Head: Speed Tab

Before your Battle Gauges fill, expect two major attacks on your party, nearly depleting your HP. The best party for this fight is C chrono, Frog, and Ayla. Have Frog heal the others immediately, while C chrono and Ayla perform Volt Bite on the Left Arm. Follow that with Frog's Leap Slash. After two strikes, it should evaporate, reducing the boss's effectiveness. The Right Hand's only function is healing, so ignore it and perform Spire and Volt Bite on the Head. The Left Arm will be reconstructed after a few rounds, but with less HP than previously. Only one Volt Bite tech is required to take it out again. In the meantime, just keep attacking the Head until Giga Gaia folds up.

**Meeting of the Minds**

During the meeting at Terra Cave wait until after Dalton kidnaps Schala, then speak to Melchior again to receive the **Ruby Knife**. Exit and head for the Skyway, which is working again.

WHAT LIES BEYOND? – 12,000 BC

MAIN OBJECTIVES:



Return to Zeal Palace.



Defeat Dalton.

BOSS: DALTON

HP: 3500

EXP: 1000

TECH: 30

G: 2500

WEAK vs: None

STRONG vs: None

CHARM: Power Meal

Enter Zeal Palace and head straight to the room Schala entered previously. Use the Pendant to open the sealed door and confront Dalton.

A strong healer is needed, and if three of your characters know a Triple Tech, then that's the team to use. Perform your strongest techs on Dalton, and the battle will end quickly. It's just a matter of defeating him before he KO's one or more of your characters with his Iron Orb HP-halving attack. At the end, he will inflict some final damage on everyone before retreating.

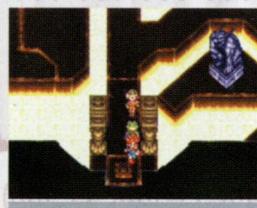


LAVOS BECKONS – 12,000 BC

MAIN OBJECTIVES:



Talk to Mune at the entrance.



Raise the exit platform.



Survive the elevator descent.



Outlast the Golem Twins.



Use the Ruby Knife on the Mammon Machine.



Lavos emerges.



At the Commons, speak to the Elder.

OCEAN PALACE

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Barghest	450	8	400	376	None	Shield	None
Blue Scout	300	8	250	234	Water	Shield	None
Jinn	450	8	400	303	N/A	None	Lapis
Lasher	666	8	850	365	None	None	None
Mage	480	8	550	300	None	Barrier	Lapis
Red Scout	300	8	250	234	Shadow/Fire	Barrier	None
Scouter	300	8	250	234	Lightning	Lapis	None
Thrasher	666	8	250	318	None	None	None

ITEMS FOUND

Rune Blade
Aeon Suit
Aeon Helm
Kaiser Arm

Star Sword
Shock Wave
Sonic Arrow
Demon Hit

Magic Tab
Elixir



The Magic Zone

After the fight with Dalton, return to the main room of the palace and use the blue pad to restore HP/MP. Talk to the woman close to the pad who is trying to decide whether or not to burn a sapling. Tell her that *you like plants* and to *secretly plant the sapling*. Doing so helps open a later side quest.

Returning to the throne room, enter the Gate that Dalton used to teleport down to the Ocean Palace. Use the save point and speak to Mune.

Continue into a large room. In the center of the area are a **Rune Blade** and an **Aeon Suit**. To obtain them, you must fight Scout enemies. These can only be attacked by one type of magic, and their color indicates their weakness. Use Lightning on yellow Scouting, Water on Blue Scouts, and Fire on Red Scouts. Because these creatures exist throughout this area, your best party will be Cronic, Lucca, and Frog or Marle.

There are six chambers situated around the large room, and they all contain treasures and buttons. The two buttons in the upper right and upper left rooms extend platforms in a large chamber to the south, which can be accessed from either of the lower rooms.

TIP

When fighting the Jinn/Barghest combination, quickly kill off the Barghest first, then use a regular attack on the Jinn. This will destroy the shield with which the Barghest protects the Jinn, and then the Jinn will become vulnerable.



Once you have pushed both buttons, move to the lower left room and head south. Fight teams of Mage and Red/Blue Scouts with very specific single attacks, and collect the **Star Sword** from the chest at the bottom. Now return to the doorway, and move left. Continue going around the outside of the chamber until you reach the point in the screenshot, then go through a hidden doorway into a small chamber containing Frog's **Demon Hit**.



Now return to the center and push the floor button in the middle. This opens the south exit from the larger room. Move right and collect Robo's **Kaiser Arm** on your way back.

Through the south exit, fight the enemies and then go through the south door. There's a shining dot on the left wall. Go down the long steps to the left.

TIP

Thrashers and Lashers are tough enemies, but oftentimes they will form a horizontal line. Use Frog and Lucca's Line Bomb or Cronic and Ayla's Falcon Hit to take them out.



The Downward Spiral

Fight your way down the series of platforms connected by steps. Where the Thrashers are jumping, carefully run under them to avoid knocking them down. If you don't knock any to the platform below, you will avoid a fight. Meet Masa at the bottom, then continue downstairs.

The bottom chamber contains a Jinn/Barghest team. Eliminate them first, then use a Shelter and save. It's not over yet!

Step onto the elevator and defeat the enemies, starting with the Scouter first. Examine the glimmering left orb to start the elevator going down. During the ride, you must survive three or four enemy teams.

TIP

Here's how to get an extra Magic Tab: Exit the elevator room at the bottom, then re-enter and ride it back up. This time the platform rises all the way to the top floor. Examine the shiny dot on the left to get the Tab. The only sacrifice is that you must go back down the stairs and platforms, and take the dangerous elevator ride all over again!





The Submerged Tunnel

In the bottom chamber, the button in the middle doesn't work unless you push switches in the two rooms on either side of the chamber. Push the middle button, and a submerged passage appears in the glowing water. Continue through and take the Elixir from the right chest. Use a Shelter and save. This next fight is one of the toughest!

BOSS: GOLEM TWINS

HP: 7000**EXP:** 2000**TECH:** 70**G:** 4000**WEAK vs:** All**STRONG vs:** None**CHARM:** 2 Magic Tabs (each has 1)

Use Crono, Lucca, and Frog or Marle to defeat this seemingly impossible duo. Each round, Crono should attack one of the Twins with Confuse or both with Luminaire if available. Immediately afterward, Lucca should cast Hypnowave, putting one or both to sleep. Although the Golems will still copy Crono's attack, they won't be able to counterattack! Then finish each round by having Frog or Marle heal the others. This is hard on Crono's MP, so use a Full Ether on him late in the battle. Each Twin will still copy Dalton's "Burp" attack as they die, but it should do only minimal damage.



Lavos

An enraged Dalton breaks off his next assault when the energy of Lavos emerges. There is no need to heal, use a Shelter, or save your game. Just proceed to the next room.

After Zeal raises Lavos, the party prepares to fight the evil being. But in this scene, Lavos is absolutely undefeatable. You might be able to do it in a New Game +, but not now. Lavos decimates the weakened party immediately. After the next scene, move Crono toward Lavos and he will sacrifice himself to save the others.

THE LAST VILLAGE

The party awakens in the Last Village, fully restored and rested. The Elder tells them to meet him at the Commons.

TIP

Place Ayla in your party before going to the Commons. You will have a difficult time in later sections otherwise.

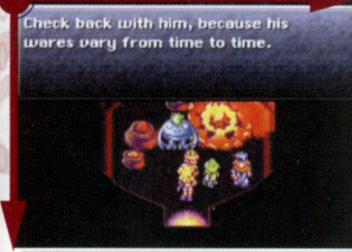


Visit the other two huts in the Last Village. A Nu is selling a few consumables, and his partner promises that he'll have more stuff in stock later. Every once in a random while, the Nu will leave the hut and you can obtain the **Magic Tab** behind it. Just be patient.

Check back with him, because his wares vary from time to time.

Mingling of Cultures

The Commons are filling with Land Dwellers and Zeal citizens alike. Everyone is willing to live together now. When you speak to the Elder at the top of the area, Dalton enters. He captures the party and proclaims himself ruler of the world!



THE NEW KING — 12,000 BC

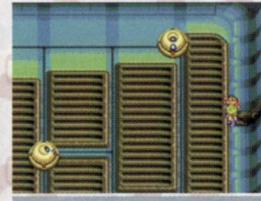
MAIN OBJECTIVES:



Escape your cell without being caught.



Find each character's equipment, and the party's items.



Disable the Turrets on the wing.



Eliminate the Golem Boss.



Take back the Epoch from Dalton.



Meet an old enemy at the North Cape.

1

BLACKBIRD

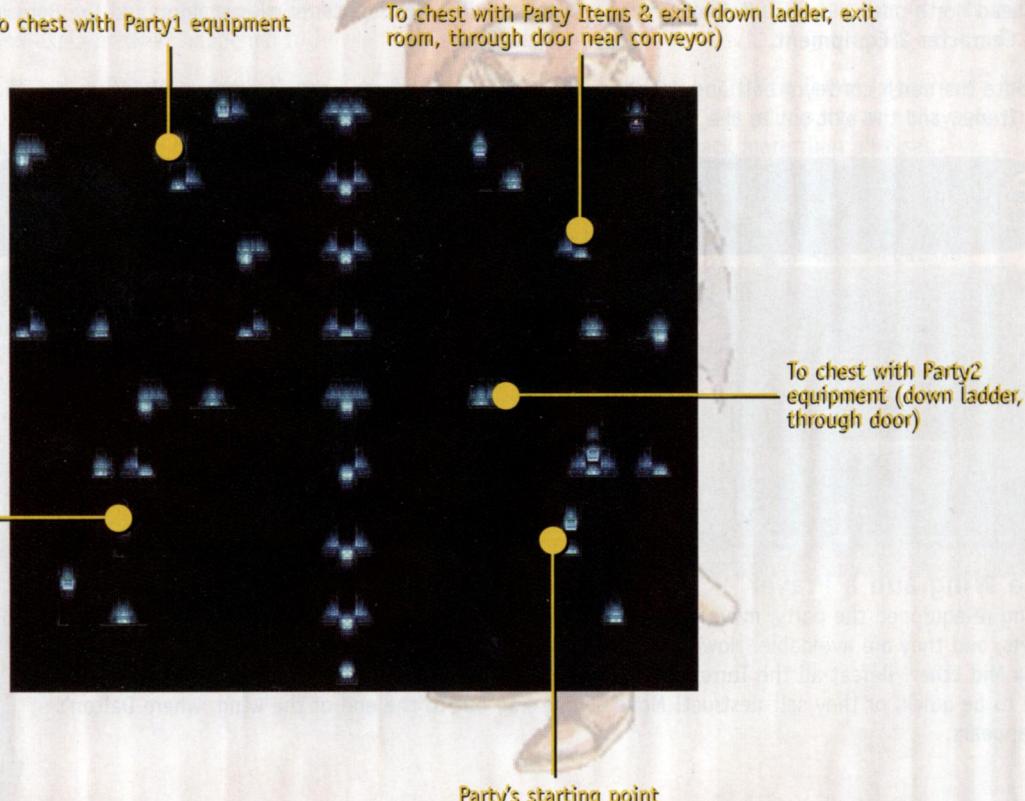
ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Basher	150	8	0	377	None	None	None
Byte	192	8	0	378	None	None	None
Turret	700	50	0	1500	None	Mid Ether	Mid Ether

Character 1 Equipment
Character 2 Equipment
Character 3 Equipment
Party Money

Party Items
Magic Tab

ITEMS FOUND





High in the Sky

The party awakens in a cold steel room without their items. You cannot change party members at this point.

First, climb up the ladder in the back. The heroes discover they are aboard Dalton's Blackbird, flying high above the clouds. Go back inside and one of your characters will discover an air duct in the cell.

Your party cannot fight at all without equipment, but since Ayla fights with her fists she can take on the guards. If Ayla is in your party, then approach the door and pretend you're sick. The Basher that enters is knocked out, and you can then fight your way through the ship to recover your gear.

If Ayla is not in your party, then each time you are discovered outside the cell you will be captured and returned. You must climb up the air duct and navigate through the vent shafts. Even if the brawny cavewoman is doing all the fighting, you'll have to navigate the shafts to find the equipment of your characters. This portion is described as if Ayla is **not** in your party.

Where's the Equipment?

In the shafts, move to any lit grating and press the X button to bend down and see where you are. First move right, then all the way up, then left to the intersection. Move upward to the second intersection down from the top. Go left to the first ladder and descend. The chest there contains the **Character 1 Equipment**, for whoever is in the lead of your party. Be careful not to wake the guard before obtaining the equipment, or back to the cell you go!



Return via the air ducts to the area above your cell. Move left past the cell until you stop, then head all the way down until voices startle the party. Look through the last grating to watch a scene with Dalton, who is remodeling the Epoch to suit his lousy taste.

Return to your cell and approach the door. Decide to act sick, and a guard will enter. When he is KO'd, exit the cell and head left to the next room.



Patrolling the corridors are sentry devices called Bytes. These react only to movement, so if you remain perfectly still as they pass you won't fight them!



Defeat the three Bashers and reclaim your **Money**. Now exit the room and move to the conveyor belt to the south. Press the switch to make the conveyor move downward, and head to the left door. Inside, the **Character 3 Equipment** is in the chest. Now re-route the conveyor belt and head north past your cell. Defeat the two guards standing outside the northeast door, and the Byte inside. At the top of the ladders is your **Character 2 Equipment**.

Re-route the north conveyor belt and dash between the two Bashers into the north section. The room on the left has a chest containing your **Items**, and the exit out to the Blackbird's wing.



After recovering the Items, you can equip the party with the items from your inventory that weren't equipped when you were taken prisoner.



Climb the ladder at the very north end. In the ducts, move all the way right. Go around the dark corner and pick up the shining **Magic Tab** at the end. Now return to the room where the items were reclaimed and exit to the wing.



On a Wing and a Prayer

Having re-equipped the party, move out to the wing of the Blackbird. The wing is patrolled by robot Turrets, and they are avoidable. However, each Turret defeated is worth 1500 EXP, 50 Tech Points, and a Mid Ether! Defeat all the Turrets on the wing one at a time to level-up your characters. You have to be quick, or they self-destruct! Move all the way out to the end of the wing, where Dalton's pet appears.

BOSS: GOLEM BOSS

HP: 15,000 EXP: 2500 TECH: 40 G: 2000

WEAK vs: None

STRONG vs: None

CHARM: None

Ignore the threats and the countdown. The Golem Boss is afraid of heights, and it will **never** attack you! Take your sweet time and whittle this creature down to zero with weapons. However, if you want EXP and Tech Points awarded for this fight, you must launch your hardest techs to kill the creature before it runs off!



Golem Boss Impossible! I'm...scared!

BOSS: DALTON PLUS

HP: 3500 EXP: 2500 TECH: 40 G: 2000

WEAK vs: None

STRONG vs: None

CHARM: Power Meal

Recapturing the Epoch from Dalton is a bit tougher. He will attack, so designate one character as a healer. Combat the Iron Orb attack that drops HP by half with Cure spells. In the meantime, use your most powerful Dual and Triple Techs to take him down. Dalton then tries to summon the Golem Boss, but since you've already killed it, he is sucked into his own Dead Zone.



Peace and Harmony at Last

You can press the Square button to sink the Blackbird by accident, or press the Triangle button to fly the Epoch correctly.

The party returns to the Last Village. Visit the Commonsand speak to all the people here. A stranger was looking for you, and he went to North Cape. There's only one person that could be!

TIP

There's a woman from Zeal to the right side of the entrance, contemplating a sapling. If you haven't already spoken to her at Zeal Palace, do so now. Tell her to plant the sapling, so that future generations may prosper. Doing so opens "The Sunken Desert" side quest.

NORTH CAPE

Travel north on the world map to the very tip of the remaining continent. Move to the top of the cliff and examine the shining dot. The archenemy Magus reveals himself, and explains what happened to himself and the three Gurus.

You have a major decision to make. If you accept Magus's challenge, Frog must survive a duel with Magus. If Frog is not in the party, then you'll fight him with three characters. If you decline to fight and start to leave, Magus will permanently join your party as a playable character! Allying yourself with the dark wizard is much more advantageous than not. But if you desire payback more than all else...

BOSS: MAGUS

HP: 6666 EXP: 3000 TECH: 50 G: 4000

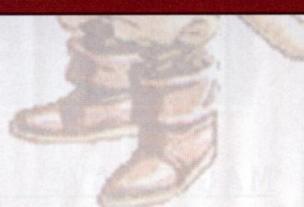
WEAK vs: None

STRONG vs: None

CHARM: MegaElixir

Dueling with Frog alone is difficult in a first game. Keep performing the Leap Slash tech, which may take down Magus's HP by 800+ each turn. When Frog's HP gets low, cast Cure 2 and continue.

With a party that doesn't contain Frog, fighting Magus is much easier. Make sure to bring Ayla along to Charm a MegaElixir. Magus does not have a shifting Magic Barrier to eliminate like last time. When defeated, he drops the **Amulet**. (If recruited, he comes equipped with it.) With his last breath, he directs you to speak to the Guru of Time.

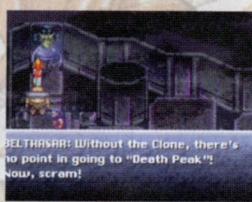


THE TIME EGG – 2300 AD

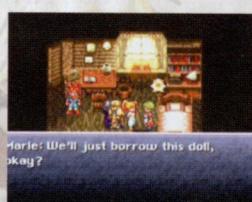
MAIN OBJECTIVES:



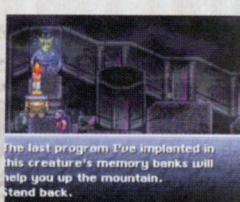
At the End of Time, speak to the Old Man.



In 2300 AD, speak to the Nu.



Speak to Crono's mom, take the clone.



The last program we implanted in his creature's memory banks will help you up the mountain, stand back.



Climb Death Peak.



Exterminate the Lavos Spawns.



Revive your dear friend.

THE END OF TIME

However your last encounter with Magus turns out, board the Epoch and travel to the End of Time. Speak to the Old Man, whose secret identity you should know by now. Try to leave and he calls you back. He gives you the **Chrono Trigger**, and some clues about reviving Crono.

KEEPER'S DOME

Time-travel in the Epoch to 2300 AD, and land near the Keeper's Dome on the island south of Arris Dome. The Nu points out that the powers of life and death lie at the top of Death Peak, but you'll need a Crono Clone to succeed.

CRONO'S HOUSE

Speak to Crono's mom, and she gives permission to take the **Chrono Clone** from her son's room.



The party may still obtain a Chrono Clone after talking with the old man at the End of Time.

Prepare for Death Peak

Death Peak is much tougher than any previous areas. If you've been traveling fast and fighting little, your characters may not be ready for it. The following are a few items to get to help protect your party better against the horrors ahead.



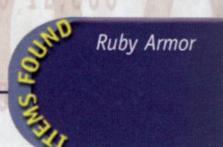
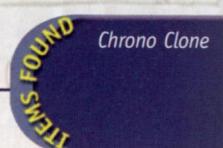
IOKA TRADING HUT

The witch doctor in 65,000,000 BC now trades one item only. Bring him 10 of each kind of item in exchange for Ruby Armor.



MAGIC CAVE

Return to the Magic Cave east of Fiona's Villa in 600 AD. The sealed container inside contains this great magic-booster.





HECKRAN CAVE

With the enemies cleared out, move straight through the cavern and unseal the black box. Surprise, it has two items!

ITEMS FOUND

 Wall Ring
Dash Ring


LUCCA'S HOUSE

Travel to 1000 AD and land near Lucca's house. Place the spry young inventor in the party. Speak to Taban inside twice to receive these two great pieces for Lucca.

ITEMS FOUND

 Taban Helm
Taban Suit


FOREST RUINS

Land near the area northeast of Medina in 1000 AD, where a Blue Triangle appears on the world map. Enter the Forest Ruins and use the Pendant to deactivate the force field. Now you have a choice of boxes. The box on the left contains a **Safe Helm**, and the one on the right contains a **Swallow** for Crono. The Swallow is powerful, but there are more powerful weapons for Crono. The Safe Helm is a better item to choose.

ITEMS FOUND

 Safe Helm or
Swallow

GUARDIA FOREST

Return to Guardia Forest in 600 AD and collect the **Speed Tab** near the dead end. Now go to 2300 AD and use the Time Gate at Bangor Dome to travel to the End of Time. A new time pillar appears on the far right, which takes you to the open field in Guardia Forest, 1000 AD. (Remember the area was sealed by the Chancellor?) Take the **Power Ring** and return back through the Time Gates to reclaim the Epoch in 2300 AD.

ITEMS FOUND

 Speed Tab
Power Ring

Upgrading Items Through Time

You've probably noticed all the black sealed boxes scattered throughout 600 AD and 1000 AD. Here's how to obtain many powerful items from them by playing tricks with time.

For each box, travel to 600 AD, check the chest and decide not to take the item. Then travel to the same location in 1000 AD and the item will be upgraded. Afterward, travel back to 600 AD and collect the original item.

UPGRADING ITEMS

LOCATION	TIME	ITEM
Elder's House (Porre)	600 AD	Black Vest, White Vest
Mayor's Manor (Porre)	1000 AD	Black Mail, White Mail
Truce Inn	600 AD	Blue Vest
Truce Inn	1000 AD	Blue Mail
Guardia Castle	600 AD	Red Vest
Guardia Castle*	1000 AD	Red Mail

*Marle must be in the party to enter.

KEEPER'S DOME

Return to 2300 AD in the Epoch and speak to the Nu. Three Poyozo Dolls will now help you climb Death Peak. In return for his help, switch off the Nu for services rendered.



DEATH PEAK

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Krakker	500	8	300	378	None	None	None
Macabre	582	6	500	427	Shadow	Full Ether	Ether

ITEMS FOUND

Power Tab
Magic Ring
Giga Arm
Brave Sword
Wall Ring

Star Scythe
Vedic Blade
Dark Helm
Memory Cap

The Howling Winds

Previous entrance to this area was made impossible by the harsh winds, which blow periodically and push characters right out. Dash up the slope and speak to the Poyozo Doll. It will transform into a tree. Now place your lead character directly behind it and keep walking into the underside of the tree. The wind will howl and die off. Now run to the right and search for a **Power Tab** along the wall. Quickly get back behind the first tree to avoid another gush. Dash uphill to another tree, and keep your lead character behind it until the wind dies.



Winter Danger Land

The winds do not affect the following areas. Move left and battle Krakkars, then collect the **Magic Ring**. You can destroy most enemy parties in this area with a level 2 spell. Now climb the familiar-looking ladder made of hacked branches, and head right.

Move down the slope to the southeast and collect the **Wall Ring** from the far trunk. Then go back up the slope and eliminate the Macabres outside the cave entrance. Now go back down to the bottom save point, rest in a Shelter and save. Then enter the cave to face the progeny of Lavos.



BOSS: LAVOS SPAWN (x3)

HP: 4000 EXP: 747 TECH: 120 G: 500 WEAK vs: None STRONG vs: None CHARM: Elixir

There are three of these scattered across Death Peak. If possible, use a party of Magus, Marle, and Lucca. Equip the Black Rock and cast Dark Eternal just once. If you are not yet up to that point or don't have Magus, then carefully execute single-target techs on the head. Don't attack the shell, to avoid serious backlash. You can charm an **Elixir** from each Spawn, plus you get another one after the battle.

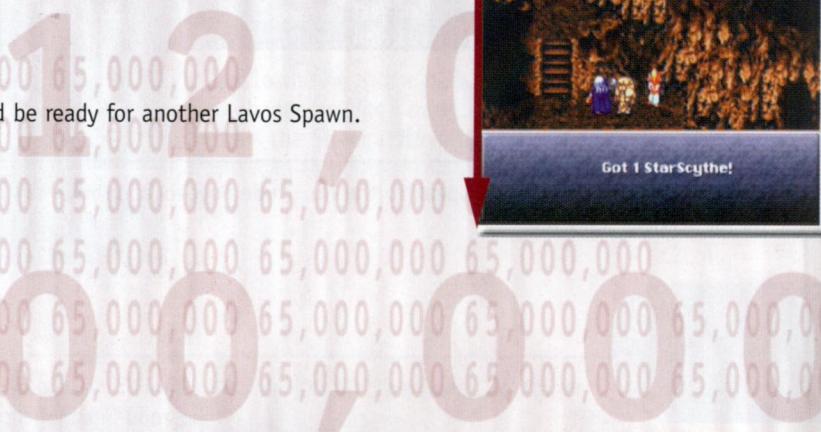


Cave Mystique

After the Spawn of Lavos disintegrates, collect Robo's **Giga Arm** from the nearby chest and exit north. Follow the exterior path south back into the cave. Grab Frog's **Brave Sword** and continue south. On the ledge, move north and examine the shiny dot. A new cave opens in the lower section. Navigate back to the save point and go through the new cave.



On the way up, collect the **Star Scythe**. Exit the cave and be ready for another Lavos Spawn. Continue west.



Icy Ledges

Talk to the Poyozo Doll in the next area, and heed the warning about the ice. As you proceed left, your lead character starts to slip downward. Press Up on the D-pad to maintain a stationary position. Although your characters appear to be walking, they are slipping on the ice and will remain in the same spot. Press the Dash button very briefly to make progress. If you slip off the top or bottom, you return to the last save point, and you'll have to fight the monsters all over again.



One way to navigate carefully is to use two fingers on the D-pad. Keep your right thumb on the Up button while your left thumb taps Left on the D-pad. Press the Dash button when you need to move up slightly. When you reach the brown line on the other side, you're safe.



Push the Shell...?

Grab the **Vedic Blade** and move south. Speak to the third Poyozo Doll, which says, "Push the shell, climb the shell." Continue left and climb down the ladder to the chest near the entrance. Collect the **Dark Helm**, use the save point, then head north and fight the last Lavos Spawn. It will perform a devastating final attack before dying, lowering HP by 200 or more per character.

The shell will remain on the field. Place your lead character just left of the neck hole and press right to push the whole thing in that direction. Then, Place your lead character directly below the neck hole and push it upward. Press X to climb up the shell, then climb the rest of the ladder.



Moment of Hope

The characters ascend the summit of Death Peak and use the Chrono Trigger. At the moment of Crono's death, move up to his body and press X to replace him with the clone. After the heartwarming reunion of friends, the scene shifts automatically back to the End of Time.



FINAL BOSS

THE FATED HOUR

MAIN OBJECTIVES:



Speak to the Old Man.



...finish the side quests.

THE END OF TIME

Speak to the Old Man under the lamppost. He points out that you can end the game by examining the shining bucket on the right. If your levels are around 50 and you know every Single and Dual Tech as well as some Triple Techs, then you can skip to the section titled **The Final Battle – 1999 AD**.

If you're still in need of experience and Tech Points, or if you want to see more of Chrono Trigger, then fulfill the side quests. The Old Man lists them off:

In the Middle Ages, a woman's sheer determination brings a forest back to life...

A fugitive in the Middle Ages, Ozzie, maintains an evil hideout...

There's a task to be done in the Future, where machinery originated...

And there's a very special stone that can shine its light on each generation, from the distant past to the far future...

There's the ghost of a lofty knight, slain by Magus in the Middle Ages, who haunts the present...

There's an object in the Middle Ages that sparkles like a rainbow...

One of you is close to someone who needs help... Find this person...fast.

Talk to the group members not currently active (meaning they are just hanging out at the End of Time), and they'll share some of their thoughts on these tasks.

This ends the linear portion of the game. You may either take on the final boss now, or undertake the side quests in any order. Information on the side quests follows the strategy for taking on the final boss.

COMPLETE THE SIDE QUESTS FIRST!!!

Before you even think about taking on the Final Boss, your characters should be around Level 50 or higher, know every Single Tech and all of their Dual Techs, plus a few Triple Techs. Plus, the armors and weapons gained during the side quests will reduce damage sustained from the last enemy. A solid supply of MegaElixirs won't hurt, either. Don't worry if all are used up. When you start a New Game +, they will still be in your inventory (see the New Game + section for details).

THE FINAL BATTLE – 1999 AD

You can encounter Lavos any time you wish by examining the bucket on the far right side of the End of Time. Also, Lavos will be the final boss in the Black Omen side quest, which is a better way to experience the whole plot and finish the game nicely.



Lavos Changes Attack Mode

For the first half of the battle with Lavos, it will mime several previous bosses from the game. Lavos imitates them exactly, right down to the attack pattern, HP, and strengths and weaknesses. These bosses are, in order:

The Dragon Tank: Attack Lavos's head until it's not a target anymore, then destroy the parts on either side.

Guardian, Bits: Kill off one of the bits, then assault Lavos's head until it changes attack mode. Do not destroy the second part, or they will both respawn and Lavos will resume using the delta attack. Or, just perform Luminaire and the battle will be over.

Heckran: Attack the head with magic until the mouth closes and the hole seems to "contract." Avoid attacking again until the mouth relaxes.

Zombor: Attack Lavos's head as you would the top half of Zombor, then eliminate the bottom part like you would the lower half.

Masa & Mune: Watch the messages carefully. When it claims to be storing energy, fire off one of Crono's Slash attacks to dissipate it.

Nizbel: Hit it with a Lightning spell to lower DEF, then use a powerful Dual or Triple Tech. Repeat each round.

Magus: A hard fight. Watch for it to cast a spell, then use the exact same type of spell right back at it. Attack with the Masamune to lower DEF. When "Lavos risks casting a spell" appears onscreen, anything goes.

Tyrano, Azala: Equip everyone with Fire-absorbing armor. Destroy the smaller left part first with Magic. Then wait until Lavos lowers its DEF before unleashing more techs on the main body. Try to defeat it before it counts all the way down to zero.

Giga Gaia: The parts on either side represent the hands. Destroy the left one, then assault the head with powerful techs. If the left part is restored, hit it with a strong tech to knock it out again.

Between each imitation, you have a moment to change party members, use medicines and tonics, and prepare for the next challenge. After the Giga Gaia routine, Lavos attacks on its own.

Lavos Attacks

Fighting the actual creature is a lot more difficult than any boss that has come before. Each round, someone must heal the other characters while they perform their most powerful techs. Alternatively, wait until everyone gets low on HP and MP and use a MegaElixir. The Lavos head has around 10,000 HP, and can be defeated after a short while. Now the party enters the mammoth shell.

INSIDE THE SHELL

Use the save point on the right, and use a Shelter before heading to the top. Depending on how you challenged Lavos, there might be a Time Gate to the left which takes you back to the End of Time.

Inner Lavos

The inner creature consists of a body and two arms. Perform horizontal techs such as Line Bomb or Falcon Hit to eliminate the arms, and then you can take out the body in no time.

The Real Enemy

After that, Lavos reveals its true form. The party which seems to have the easiest time against this form is Crono, Magus, and Frog. Frog heals and dispenses Ethers, while Crono and Magus focus on taking down the creature. Use MegaElixirs or heal every time your party gets low.

At the start of the battle, focus your attacks on either the central or left Bit until one is destroyed. Unless the left Bit's defense disabling becomes a problem, it is better to focus on the central Bit as it has access to the most powerful of the Lavos Core attacks. Attacks from the right and left Bits are annoyances when compared to the lethal attacks from the central Bit.

A message indicates when Defense has shut down, marking the time to attack the right Lavos Bit with your strongest techs. If you have taken out the central Bit, be careful when attacking the remaining two. Any attack that strikes the left Bit will trigger a counter attack that acts like X-Strike. After a few turns, the right Bit rebuilds any destroyed parts. Start using horizontal or multiple-target techs like Luminaire, Dark Matter, Falcon Hit, Flare, Shock, and Line Bomb. Use these attacks until the message indicating Defense being activated appears. You're healing the left Bit while doing this, but it can't be healed for more HP than the amount with which it starts, and the healing is offset by the damage done to the other two bits. When the Defense is re-established, use the same strategy that was used at the start of the battle.

LEFT BIT

The left Bit performs many support functions. It heals the central body, disables defensive statuses of your party, absorbs MP and occasionally launches an attack. It is healed by any magic-based techs, so only hit it with physical techs or attacks.

CENTRAL BIT

The central Bit is the shield for the right Bit as it appears to be the Lavos Core. It uses the most devastating magic and physical attacks of the Lavos Core.

RIGHT BIT

This is the true Lavos Core, and is heavily shielded for most of the battle. This Bit revives the other two if they are destroyed, but at the cost of its defense. Watch for the messages indicating defense has been shut down or restored.

THE END

When Lavos is destroyed, the world is saved! If you resurrected Crono and completed most of the side quests, then you should get the Best Ending. Look for a complete list of endings in the New Game + section of this guide.

SIDE QUESTS

SIDE QUEST: CYRUS'S GHOST



CHORAS VILLAGE

The Ghost of a Lofty Knight

Using the Epoch, travel to Choras on the western continent. In 1000 AD, the ghost of Cyrus haunts the Northern Ruins northwest of the town. If you feel like getting killed, go inside and challenge Cyrus. It can't be hurt and you can't escape!

ITEMS FOUND
Tools



In 600 AD, it's a different story. There's still time to lay the ghost of Cyrus to rest properly. First head to the Café in Choras and speak to the man drinking at the table. He complains that his tools are missing. Fly to 1000 AD and speak to his descendant at the bar. He claims that his wife has the tools at home. Go to the southern residence in Choras and speak to the wife. She hands over the Tools.

Return to the man drinking at the table in 600 AD, and he will leave the Café. Follow him to the southern residence and his team will leave for the Northern Ruins. Follow him up there and save your game outside.

Leave them all

NORTHERN RUINS

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Base	88	8	650	377	N/A	None	None
Defunct	1450	18	500	518	Fire	Elixir	Lapis
Departed	1650	18	500	555	N/A	Elixir	Lapis
Reaper	1450	18	700	474	Fire	Elixir	None
Sentry	1280	8	400	467	Fire	HyperEther	Full Ether

Leave all the chests you find unopened. That way, you can return to 1000 AD and claim all the items, and then come back to 600 AD and double your take!

Inside the Ruins, the repairman claims that they've fixed what they can, and the ghosts are too much of a problem. Run around and eliminate all the ghosts. Magus will be a huge help, since his Fire2 and Lightning2 spells are so strong. Any sealed black boxes you find, examine them but don't take what's inside. Be sure to dispatch the enemies in the upstairs quarters and in the lower levels as well.

Return to the village and summon the repairman. Pay him 2000 G to come back and continue repairs on the Ruins. Return to the Ruins and the repairs should be complete. That's service!

Place Frog as the leader in your group, and head into the lower levels. Proceed on to the grave of Cyrus. After the ghost appears for a short scene, the Masamune will be upgraded. (In the tables of this guide, it's listed as Masamune II.)

Now it's time to collect many rewards! You have to pay the repairman another 2000 G to finish his work, but it's worth it. Exit and time-travel to 1000 AD.



HERO'S GRAVE

2300 2300 2300 2300 2300 2300 2300

ITEMS FOUND

HyperEther (2)
Magic Tab (2)
Power Tab (2)
Elixir (2)

Shiva Edge
Valkyrie
Moon Armor
Nova Armor

Kali Blade
Siren

Cyrus's resting place is now a hall of honor, and is renamed to reflect such. Explore downstairs for a **HyperEther** and a **Magic Tab** near the grave. Now move to the upper portion of the tomb and search the lower left corner of the first room to find a **Power Tab**. The left chest in the area contains an **Elixir**, and the twin sealed chests contain a **Shiva Edge** and a **Valkyrie**. The lone black box contains **Moon Armor**.

Return to 600 AD, where the tomb has also been renamed, and collect the same items again! The sealed black boxes contain the **Nova** armor, the **Kali Blade**, and the **Siren**.

TIP

Return to the Denadoro Mountains and find the rock-tossing Free Lancer in the last area. Place Frog in your party, and he will catch one of the Free Lancer's rocks. It turns out to be the **Gold Rock**, which allows Frog, Marle, and Robo to perform the Grand Dream Triple Tech.

SIDE QUEST: OZZIE'S FORT



OOZIE'S FORT

The Fugitive

This side quest might actually be just a bit easier than the last, but having a large number of techs at your disposal is key. Ozzie's fort is located in 600 AD, on the exact spot where Medina stands in 1000 AD.

ITEMS FOUND

Full Ether
Gloom Cape
Gloom Helm
Doom Sickle

Magic Tab
Dash Ring
Sight Cap

Enter the Fort and meet Ozzie. If Magus is available, have him lead your characters. There will be extra dialogue between the former dark lord and his evil cronies throughout this side quest. Also, bring along Ayla to Charm some important items.

Pursue Ozzie north, and he will summon other ex-Magus followers.



BOSS: FLEA PLUS

HP: 2500

EXP: 2000

TECH: 20

G: 2000

WEAK vs: N/A

STRONG vs: N/A

CHARM: —

Flea does not seem to possess the same immunity to magic as previously, so hit him(?) with your best magic and away he(?) goes.



BOSS: SUPER SLASH

HP: 2500

EXP: 2000

TECH: 20

G: 2000

WEAK vs: N/A

STRONG vs: N/A

CHARM: —

Use any two characters' stronger Dual Tech, or fire up any of Magus's higher Shadow spells. Super Slash bites the dust instantly and runs.



SIDEROQUESTS



Stupid Bait, Hidden Chamber

Ozzie operates a winch in the next chamber, raising and dropping a blade in front of a chest. Ignore it and proceed toward the green globule. An Imp foils Ozzie's trap, and the Grand Green One retreats. Now you may open the chest for a **Full Ether**. Now move to the exit, but stop at the doorway. Head directly down from there to enter a dark secret room. Chests in here contain Magus's ultimate armor and weapon, plus a **Magic Tab**!

Continue north to fight all three super-villains at once.

BOSS: GREAT OZZIE, SUPER SLASH, FLEA PLUS

Great Ozzie HP: 6000 EXP: 7500 TECH: 80 G: 4000 WEAK vs: N/A STRONG vs: N/A

Super Slash HP: 4000

Flea Plus HP: 4000

GREAT OZZIE CHARM: OzziePants

SLASH CHARM: Slasher

FLEA CHARM: Flea Vest

As a trio, they can be quite devastating, meaning that the previous fights were just bait! Focus techs to beat Super Slash first since he roams the room doing the most damage. Their delta attack becomes obsolete once he's gone. Now try to eliminate Flea Plus, but make sure to Charm the Flea Vest from him(?!?) first. Finally, Ozzie is completely deserving of your wrath so unleash nightmarish Triple Techs or strong Dual Techs to annihilate him. Don't worry about Charming the OzziePants (worn on the head) unless you're just interested in collecting items. The OzziePants are cursed, and cause the character wearing them to be confused.



Beaten By the Kitty

Collect the **Dash Ring** and **Sight Cap** from the chests and move upward. Chase Ozzie north, where he has erected the same artificial barrier as before. During the brief fight, you can Charm Ozzie for another OzziePants if you're collecting them. Attack the switch behind him, and the party is dropped back into the previous room. Run back to where Ozzie is holed up, and the housecat will throw the switch that drops the green blob to his doom.



Harmony with Mystics at Last

Return to Medina Village in 1000 AD. The grudge held against humans for so long has vaporized, and the statue of Ozzie at the square is gone. The Inn is suddenly regular price, and the Item Shop is now the cheapest place in the game! Stop by the Mayor's House to see an Imp rightfully ruling the township. Ozzie VIII is cleaning the kitchen, where he belongs!

SIDE QUEST: THE SUN STONE



THE SUN PALACE

Light of the Generations

Return to 2300 AD in the Epoch and land. Press SELECT to view the world map. Use the Epoch to fly to the island in the far south.. Equip everyone with Red Mail, Red Vest, or Ruby armor, to reduce or absorb fire damage.

ITEMS FOUND
Moon Stone
Sun Stone
Wonder Shot
Sun Shades

BOSS: SON OF SUN

HP: 2100	EXP: 3800	TECH: 40	G: 2000	CENTER WEAK vs: IT Flame	CENTER STRONG vs: N/A	CENTER CHARM: Black Mail
FLAME ORBS WEAK vs: N/A	FLAME ORBS STRONG vs: All	ORBS CHARM: Elixirs (1 ea)				

One of the trickier bosses in the game deceives you into thinking that the middle creature is the boss. The real target is one of the flaming orbs surrounding it. Only this orb can be damaged sufficiently, and the whole is immune to spells.

To determine which orb is the one to hit, have each character attack an orb physically. Wait until that attack is executed. If no damage is done, the boss retaliates and your next character should attack the next orb. Always go in a clockwise fashion, so you don't forget which orbs you've already attacked. Once you hit an orb that does damage to the center sphere, keep attacking it until the creature shuffles the orbs.

Each time the fire orbs are shuffled, you have to begin the process of determining which is the weak orb all over again.



Blessed by the Sun

Following success in the long and tedious battle with the Son of Sun, grab the **Moon Stone** from the son of Sun and exit. Travel to 65,000,000 BC and land on the northeastern-most continent. Enter the Sun Keep and place the Moon Stone in the light.



A Thief in Time!

Now travel to 2300 AD and enter the Sun Keep. The stone is gone! One of your characters determines that it's been gone for 1300 years, so head back to 1000 AD.

Enter the Sun Keep again in 1000 AD and one of the characters will determine that it's only been gone a short while. Fly around the world and you'll see a bright twinkling going on at the Mayor's Manor in Porre.

The Mayor won't even admit to snatching the stone, and everyone talks about how greedy he is. Head back to 600 AD to learn why. Visit the Elder's House in Porre and you'll see just how poor his family once was. His mother is hungry for some Jerky.

Travel to 1000 AD and purchase Jerky from the barkeep at the Snail Stop in Porre for 9,900 G. Return to 600 AD and turn the Jerky over to the housewife freely.

Now go forward to 1000 AD and meet a kinder, gentler Mayor. He turns over the partially charged Moon Stone quite willingly.



Inspiration for Invention

Return to the Sun Keep in this time period and replace it in the light. Now travel to the Sun Keep in 2300 AD and place Lucca in your party. Inside is the **Sun Stone**. She thinks of a way to turn it into a weapon. Automatically the group returns to 1000 AD, where Lucca fashions the stone into the **Wonder Shot**. Her father Taban makes the **Sun Shades**. Eventually, you'll be able to make more items from the Sun Stone and the Rainbow Shell after completing another side quest.



SIDE QUEST: ROBO'S HOME

GENO DOME

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Debuggest	1024	8	450	452	Lightning	Elixir	Shield
Laser Guard	400	8	120	346	N/A	Full Tonic	None
Proto 4	1024	8	800	477	Lightning	Elixir	Barrier

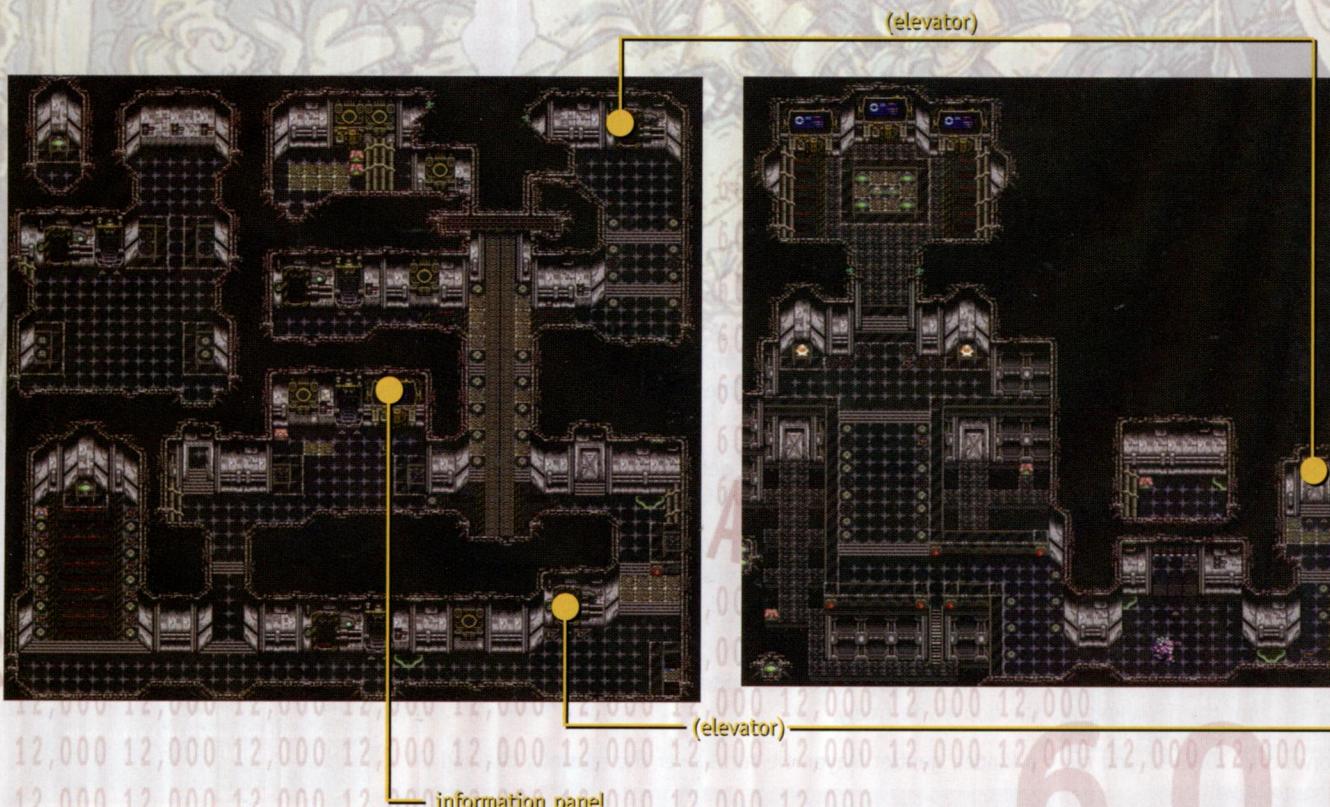
ITEMS FOUND

Full Tonic (2)	Hyper Ether	Power Tab
Lapis (2)	Full Ether (2)	15,000 G
Elixir	Vigil Hat	Terra Arm
50,000 G	MegaElixir	Crisis Arm
Poyozo Doll (2)	Magic Tab	

Where Machinery Originated

In 2300 AD, the Geno Dome sits on a small island where Choras Village previously stood. Robo was created in this lab, and you can't get inside unless Robo is leading the party. Round out your crew with Ayla, and Magus or Crono.

Step onto the conveyor belt and fight an increasingly difficult series of robots. All are weak against Lightning, so use Crono-Robo and Crono-Ayla Dual Techs, or Lightning2 to make short work of them.



Turbo Charged!

65,000,000 65,000,000

After the conveyor belt nightmare, proceed north and examine the charge pod next to the door. Press the switch to open it, then leave it like that for a moment. Head all the way left and defeat the two Debugests. As you proceed to the top, a Proto droid keeps knocking you away. You cannot reach the chest or the Poyozo Doll, and so the mystery deepens.



For some answers, head north to the Information Panel (marked on the map). Avoid fighting the three Proto 4s right away. Watch as one of them moves into the charge pod and comes out spewing electricity. It should move south and into the charge pod you opened. Follow it into the room and eliminate it, then collect a **Full Tonic** and **50,000 G**.

Return to the Information Panel and defeat the two Proto 4s remaining. Now, something "clicks." Claim the **Full Tonic** from the chest. Move Robo to the right panel and all your questions will be answered. Slide over to the charging pod and enter. Electric bolts emanate from Robo indicating that he is "charged" and can open a charge pod door.



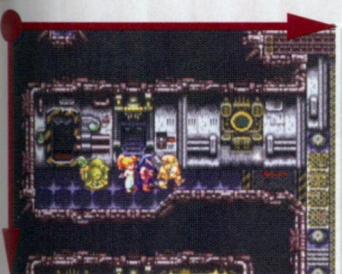
Changing Direction

Move back down to the southern corridor and head right. The glittering dot indicates where the dust chute is. Use it if you want to return to the entrance and fight through the long conveyor belt again. The robots on the long conveyor belt respawn every time, and fighting through repeatedly is a great way to level up your characters.

The door across from the dust chute leads to an elevator going up. Stay on this floor for the moment and go to the north. Empty the chests in the room near the conveyor belt, then return to the elevator across from the dust chute and go up.

Use the save point, then enter the door beside the elevator. To the immediate right, search for a **Power Tab**. Continue north, and take the top elevator down.

Move to the bottom of the corridor and deactivate the red laser. There will be an alarm sounding, and fighting. Move across the conveyor belt and open the charge pod on the other side. Return to where you left the elevator and go left into the room bisected by pipes in the floor. Move to the bottom switch and press it to change the direction of the conveyor belt.



Last Charge Pod

Now you must return to the charging pod, then dash all the way around the bottom floor to the conveyor belt, then dash north and left into the charge pod. You should clear all enemies in your path, so they don't get in the way. Once you've run the track and successfully opened the door, enter and collect a **Full Ether** and **Hyper Ether**. Now examine the guard drone and it will start to follow you. Lead it down the conveyor belt and back toward the entrance. It becomes stuck occasionally, so walk while leading it. Lead it to the far left, and it will "lock" the other guard in place. You can now collect the **Poyozo Doll** and **Vigil Hat**.

Return to the southeast elevator and go up. Use the save point and defeat the Laser Guards below. You may need to go back, save again and use a Shelter if Robo is in bad shape. Collect the **Lapis** from the bottom right chest and go left to meet Robo's old girlfriend.

BOSS: ATROPOS XR

HP: 6000

EXP: 0

TECH: 0

G: 0

WEAK vs: N/A

STRONG vs: N/A

CHARM: —

Robo decides to fight the robot girl alone. Just keep performing Robo Tackle, since it is just as powerful as any of Robo's other techs, but with less MP consumption. Heal with Cure Beam when needed. Atropos performs the same techniques, and finishes with a final bomb that damages only slightly. You don't win anything from the battle, but afterward she regains her proper circuitry and gives Robo a Ribbon that permanently increases his Speed by 3 and Magic Defense by 10.



Extermination

Return to the save point and heal again. Then return to the area where you fought Atropos XR and move toward the laser beams. Robo hits the switch beside the doorway, deactivating the lasers. Collect the **MegaElixir** and the **Magic Tab** inside.

Move west and head down the ladder. On the lower catwalk, obtain **15,000 G**, learn that the Geno Dome is exterminating humans, and continue onward to find a **Full Ether**. Go back to the ladder and continue west on the platform, fighting two sets of 6 Laser Guards. Place the Poyozo Dolls upon the green pads on either side of the door to open it. Move into the room and the Mother Brain will appear.



BOSS: MOTHER BRAIN, DISPLAYS

Mother Brain HP: 5000

EXP: 3000

TECH: 40 G: 3000

WEAK vs: None

STRONG vs: None

MOTHER BRAIN CHARM: Blue Mail

Display HP: 1 each

DISPLAYS CHARM: Elixirs (one each)

First, destroy the Display panels in the room, all except one. The Displays heal the Mother Brain by 1000+ HP each, making it impossible to do any real harm. Destroy the Display on the left and the one on the right, but leave the Display in the back operational. If you destroy all three Displays, the Mother Brain launches a massive retaliation that could kill your entire party. In addition, the DEF and ATK of the Mother Brain rise each round. However, if you leave one Display active, you completely avoid the counterattack and defensive measures.

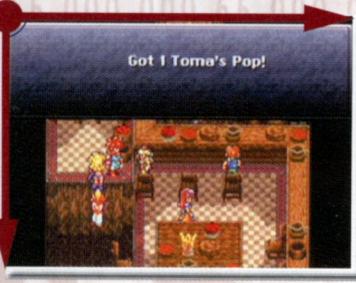


With two Displays gone, attack the Mother Brain with single-target techs. Avoid using Dual or Triple Techs, since you can do more damage in one round if everyone performs their strongest Single Tech. Your characters should inflict a combined 2500-3000 HP each round. Charm a Blue Mail from her, and ignore her laser attacks, which do minimal damage.

Task Complete

After the battle, Robo receives the **Terra Arm** and **Crisis Arm**, his most powerful weapons. The human race is safe from extermination, and the Geno Dome is sealed forever.

SIDE QUEST: THE RAINBOW SHELL



CHORAS VILLAGE

At the Choras Village Café in 600 AD, the great explorer Toma can be found at the bar. You might recall that he was hired in Dorino to find the legendary Rainbow Shell. At this time, the search isn't going well. After a brief conversation, he gives you **Toma's Pop** and some instructions on how to use it.



Exit the Café and use the Epoch to travel forward to 1000 AD. Head to the West Cape, which is northwest of Choras. There you will find the grave of Toma. There is a **Speed Tab** hidden behind Toma's headstone. Pour Toma's Pop on the grave, and his spirit will arise. He points toward an island to the northwest called the Giant's Claw. Get back in the Epoch and return to 600 AD. Travel northwest until you find a small mountain on an island just off the West Cape.



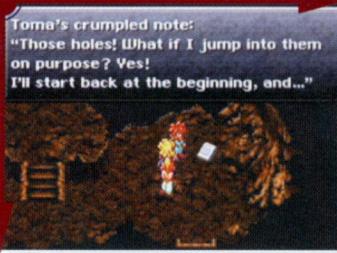
GIANT'S CLAW

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Fossil Ape	1800	15	450	533	N/A	MegaElixir	Lapis
Gigasaur	2250	15	450	584	Lightning	Ruby Armor	Barrier
Leaper	800	10	360	412	Magic	Elixir	Shield
Lizardactyl	950	8	0	444	N/A	HyperEther	None
Rubble	515	100	0	1000	N/A	N/A	Mid Ether



- Sight Cap
- Power Tab (3)
- Full Ether
- Blue Rock
- Zodiac Cape
- Lapis
- Frenzy Band



Familiar Ruins

Inside the mysterious mountain, find Toma's note near the entrance. Continue south into what appears to be Azala's throne room from the Tyrano Lair. Crono will sit in the chair for a laugh if he's at the head of the party.



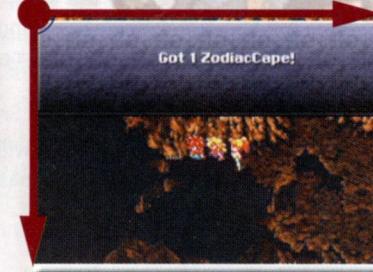
Continue south and examine the left chest. Use Lightning to help defeat the enemies that appear, then get the **Sight Cap**. Move down the ladder to the right. Avoid using Lightning on Lizardactyls, since they absorb it. Continue through the right cave until you find a familiar room with three floor switches and a dino skull. The top switch unveils a save point. Avoid pressing the bottom right switch. The bottom left switch opens pits in the floors and drops a kitty. Jump down to the level below.



Push the left switch to open the skull on this level. Enter the skull and find the **Power Tab** on the floor, then head south to the exit. Move left and climb down the ladder. Grab the **Full Ether** on the left, move all the way right and search the floor for another **Power Tab**, then climb back up the ladder. Go left and south, where you are attacked by Fossil Apes and Leapers. Cross the ravine and get the **Blue Rock** from the partially hidden chest on the far right, then exit south.

The far top right ladder in the next chamber leads back to the entrance. Go down the south ladder and move all the way left. Search in the corner for a hidden chest containing the **Zodiac Cape**. Run down the slope and open the right chest, then go down the ladder and exit through the left cave.

You are now at the Tyrano Lair's former entrance, 65,000,000 years ago. Fight the Leapers and Gigasaur, and enter the left skull. Note the shiny tab on the floor to the right, and go up.



Press the left floor switch to dump the Fossil Ape, then enter the left door. Collect the **Frenzy Band** and return. This time you have to fight, but you can then move right and dump the other Fossil Ape. Exit through the right door.





Next up are the Rubble enemies, just like the ones you fought at Mt. Woe. Destroy them for massive EXP and Tech Points. Continue to the right into the small chamber and open the right pod. This is a switch that drops you into the large cell below, but this time it's necessary. Exit the cell and head west, going up the stairs. Collect the **Power Tab** at the top. and Incidentally, you can open the skull from this side. Go back down and head east of the large cell.

Use the save point on the lower floor, and open Kino's old cell. At the top is a new opening in the wall. Equip everyone with Red Mail, Red Vests, or Ruby Armors and move upward to fight an ancient enemy once again.

BOSS: RUST TYRANO

HP: 25000 | EXP: 3800 | TECH: 40 | G: 2000 | WEAK vs: N/A | STRONG vs: N/A | CHARM: Red Mail

This battle is exactly like the one fought in 65,000,000 BC, only the Tyrano is now much tougher and takes more damage. Rust Tyrano will count down from five to zero and launch a **double** fire attack, but if your characters are equipped with the proper armor you can deflect or absorb it. You have only one attack to worry about then, when Rust Tyrano chews one of your characters up and spits him or her out.

You don't have to wait until it drops its DEF anymore, so start launching strong Dual Techs and Triple Techs immediately if possible. A good party is Marle, Crono, and Ayla, who can perform Final Kick. This should do 3000+ HP damage per turn. If you haven't learned this, then avoid using Dual Techs and instead perform your characters' most damaging Single Tech. In the meantime, Charm another Red Mail and keep performing Final Kick or Single Techs.



The Rainbow Shell

Move north after the battle and examine the magnificent Rainbow Shell. The party can't lift it, so move south and the scene will shift back to Guardia Castle. The King agrees to have it moved to the castle, where it will be kept as a national treasure. Exit the castle and travel to 1000 AD. Place Marle in the party and enter the castle.

GUARDIA CASTLE

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Gnasher	90	1	70	8	Fire	Revive	Revive
Naga-ette	60	1	80	8	Magic	None	None

ITEMS FOUND	Lapis (2)	Full Ether	Helms
	HyperEther (4)	Yakra Key	Prism Specs
	Elixir (2)	Prism Dress	Rainbow
	PrismShard	(or) 3 Prism	



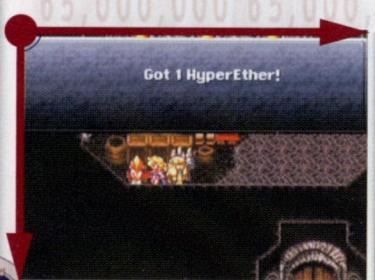
Trial of the Century

Inside modern-day Guardia Castle, the throne room is locked up, as are most areas. The guards reveal that the King is on trial for selling off the national treasure. Move up the right passage and enter the left stairwell. Collect a **HyperEther** on the way up, and notice another locked chest. With Marle in the lead, speak to the guards at the top and she will throw a fit to get inside.

The trial is proceeding against the King, and it looks like the Chancellor has framed His Majesty. Marle is ejected, and the group resolves to find the Rainbow Shell in the castle and bring back a shard. Return to the first floor and enter the new stairwell to the right.

Uncovering the Scheme

A guard is knocked out in the bottom chamber, and around the corner you will meet Dumb & Dumber. After they reveal what's going on, you can easily slay them. The Gnashers are the same as those found at the Cathedral long ago.



Move north and hack through Gnashers and Naga-ettes. In the first chamber, collect the items from the three chests on the left. Proceed north, and fight your way to the top door. Inside, collect another set of the same items from the three chests on the right, then examine the Rainbow Shell at the top. After Marle reads a note from her mom, the **PrismShard** is scraped off the shell.

The Villain Revealed

Return to the courtroom, but the guards won't let Marle inside. She leads the party around to the back, where they crash through the window. The Chancellor is revealed to be Yakra's descendant, who's been seeking payback for all these generations.

BOSS: YAKRA XIII

HP: 18000 EXP: 3500 TECH: 40 G: 2000 WEAK vs: N/A STRONG vs: N/A CHARM: White Mail

As a descendant of a long lineage of monsters that have set out to defeat you, Yakra's protégé is familiar with your weaknesses. Everyone should be equipped with an item that prevents Chaos or protects status, as Yakra XIII will try to inflict that on your characters every round. If you're prepared well, all you have to do is keep hitting Yakra XIII with your strongest techs. Don't forget to Charm another White Mail. Have Marle heal everyone on occasion and keep HP high since Yakra XIII launches a devastating final attack that does 100-200 HP damage to each character.



Yakra XIII drops a **MegaElixir** after the battle, and note the shiny dot left in its wake. You must return later to find out what it is.

Reward Time

Following a touching moment between Marle and her father, the scene shifts back to the throne room. Melchior enters, and announces he will be in the basement making items from the Rainbow Shell. Afterward, there are some items to get from the castle if you haven't already.



In the King's chamber is a **Full Ether**, and in the Queen's are Marle's three teachers and a **HyperEther**. Restore HP/MP in the kitchen by eating the Crono Special. Return to the courtroom and examine the shiny dot to find the **Yakra Key**. Now go back to the next tower and unlock the chest pointed out earlier. The real Chancellor pops out, and he's back to his pleasant old self in no time.



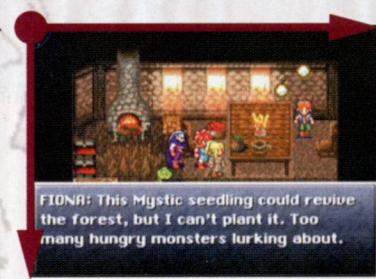
After all this, return to the room where the Rainbow Shell is kept and speak to Melchior. He offers to make you either one **Prism Dress** or three **Prism Helms**. If you have completed the Sun Stone side quest and have that item, Melchior will make the **Prism Specs** and the **Rainbow** for Crono, his ultimate weapon!

SIDE QUEST: THE SUNKEN DESERT

FIONA'S VILLA

The first side quest mentioned by the Old Man at the End of Time is actually the hardest, so don't attempt it until you've completed the others or until you are high in level and strength.

First, return to 12,000 BC and find the young woman at the Last Village Square who has a sapling she can't decide whether or not to plant. Tell her to plant it, and then Fiona's husband will be home and the Sunken Desert will appear in the area outside her homestead in 600 AD. If you already told the young woman to plant the sapling at Zeal Palace or at the Last Village Square, then you're all set. Talk to Fiona first, then set out for the swirling sand pit in the desert.



SUNKEN DESERT

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Hexapod	1000	15	600	408	Water/Shadow	Barrier	Lapis
Mohavor	400	15	550	348	Water/Shadow	Shield	None

ITEMS FOUND

Lapis
Full Ether (3)
Aeon Suit
Elixir
Full Tonic
5,000G
HyperEther
Muscle Ring
Memory Cap
Power Tab
Aeon Helm



The Swirling Sand Pit

Enter the area called the Sunken Desert and move north into the swirling sands. The party is dropped into a large chamber where they are constantly moved outward from the center. This makes it very difficult to reach some of the chests scattered around the room, and enemies will have multiple opportunities to attack.

The enemies in the Sunken Desert are all affected by Water, so place both Frog and Marle or Magus in the party for maximum effect. First, cast a multiple-target Water or Ice spell to lower DEF, then have the next character attack with his/her strongest tech.

Move around the large chamber as best you can, defeating enemies and collecting items. This is a good room in which to obtain a lot of Tech Points and EXP. The top exit leads back outside, and the bottom leads to the boss's chamber.



Lair of the Retinite

In the lower chamber, step onto the swirling sand floor and a loud rumbling will begin. Go back to the entrance and wait on the stone platform. The Retinite shakes the sand floor violently every fifteen seconds. If your characters are anywhere on the sand, they could sustain 50-100 HP damage. Although there are many chests scattered around the cave, do not be tempted to go after them. Instead, wait until the Retinite surfaces near the stone platform on which you stand, then run at it to engage in battle! You can always collect the items after the fight, when there is no more shaking.

BOSS: RETINITE

Core HP: 1000

EXP: 2600

TECH: 100

G: 2000

CORE WEAK vs: N/A

CORE STRONG vs: Absorbs Lightning, Fire, and shadow

CORE CHARM: Speed Tab

Upper HP: 5000

600 600 600 600 2300

UPPER WEAK vs: Water

UPPER STRONG vs: N/A

Lower HP: 4800

600 600 600 600 600 6

LOWER WEAK vs: Water

LOWER STRONG vs: N/A

The Retinite seems to be a distant cousin of the Zombor fought so long ago, but it has a different set of tricks. It attacks so frequently during the battle that healing is a must, so heal everyone when needed.

Now that you're set, cast an Ice spell to lower the DEF, and then target the top with powerful physical techs like Confuse, Leap Slash, or X-Strike. DEF will rise again with each attack, so cast Ice or Water at the start of each round. The Core absorbs most spells, so attack it with physical-based techs. You can target it first, but that leads to Retinite being more aggressive. Eliminate the top half first, since it chews up characters and spits them out, consuming their HP. Once the top half gives way, destroy the bottom half, which isn't able to heal itself.



Cleared of Monsters

Now that danger is gone, Fiona's Villa may prosper. Place Robo in the party and speak to Fiona. She will not live long enough to help the seedlings grow, so Robo volunteers to stay. Allow him to do so, and exit. You'll see Robo in tractor form, plowing the desert. Get into the Epoch and travel forward to 1000 AD.



FIONA'S SHRINE

Success! A thriving forest has replaced the vast desert, and a large cathedral sits in the middle. **Save your game** and enter. This is a holy shrine to Fiona, celebrating her determination. A nun on the right sells powerful magic helmets, and the price is steep as can be imagined.

At the top of the shrine is Robo, having shut down and fallen into disrepair after years of neglect. But he comes back to life now for the party, and Lucca repairs him at a campfire later that night.





Moment of Indecision

Quick timing and steps are required here, so hopefully you saved your game sometime after beating the Retinite. That way you can repeat this scene if you mess up.

During the night, Lucca wakes up. Move to the right, out of the campfire area, where she finds a special red Time Gate. Enter and you'll travel to Lucca's room in her house just a few years ago.

Read Lucca's note, and then head down the steps to the

right. **DO NOT** exit through the door south of her room, or
this terrible will happen. At the bottom of the steps

something terrible will happen. At the bottom of the steps, enter the north door into the kitchen and read Taban's note

Enter the room, use the key to unlock the safe. There is a note on the table. It contains an important password. Now exit

the kitchen and head south to the living room.

1999 1999 1999 1999 1999 1999 1999 1999 1999

10000 10000 10000 10000 10000 10000 10000 10000

If you enter, Lara's dress tangles in Taban's machine. If the machine drags Lara in before you stop it, then you fail! Dash down to the shining dot on the machine and examine it. You are told to enter the password. **Press L1, then Circle, then R1, then Circle.** The machine stops, and Lara is free. Ricca's mom is never paralyzed!

Lucca then returns to the present, where Robo is waiting. Whether or not you successfully saved Lara from being crippled, your mechanical pal gives you the **Green Dream**. Saving Lara changes the "Beyond Time" ending just slightly.



SIDE QUEST: THE BLACK OMEN



THE BLACK OMEN

NEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Alien	1350	8	1100	804	N/A	Magic Tab	Shield
Blob	1050	0	1250	753	N/A	Magic Ring	Barrier
Boss Orb	850	0	750	0	N/A	None	None
Side Kick	1250	100	0	500	N/A	None	None
Cybot	1800	16	750	728	N/A	Power Meal	HyperEther
Flyclops	900	10	0	575	N/A	Gold Stud	None
Goon	2800	15	800	850	N/A	Nova Armor	Elixir
Incognito	110	10	2000	378	N/A	Muscle Ring	None
Laser Guard	400	8	120	346	N/A	Full Tonic	None
Martello	1245	10	400	554	N/A	HyperEther	None
Metal Mute	1980	16	1100	685	N/A	HyperEther	None
Panel	1875	12	550	800	N/A	Speed Tab	None
Peeping Doom 1	10		450	378	N/A	None	None
Ruminator	1500	18	400	422	N/A	MegaElixir	None
Synchrone	2250	12	900	755	N/A	Gold Earring	Hyper Ether
Thrasher	666	8	250	218	N/A	None	None
Tubster	2150	20	800	850	Fire	Power Tab	Elixir

MegaElixir (6)	Elixir (2) Vigil Hat	Zodiac Cape Power Seal	White Rock
30,000 G	Nova Armor	Speed Tab	
Magic Seal	Haste Helm	(4)	





Alien Realm

An excellent party for getting through is Crono, Ayla, and Frog. As you can see, you're going to have to Charm enemies just to make the battles worthwhile.

The party jumps out of the Epoch onto a small landing pad. Go to the shiny dot at the bottom if you want to re-board the Epoch. Otherwise, move north and engage the Laser Guards. One shot of Crono's Lightning2 spell should take them all out.

BOSS: MEGA MUTANT

Upper HP: 4600 EXP: 900 TECH: 50 G: 1500 WEAK vs: N/A STRONG vs: N/A

UPPER CHARM: Elixir

Lower HP: 3850

LOWER CHARM: Vigil Hat

Inside the fortress, Queen Zeal scoffs at your audacity and summons the Mega Mutant. Use your strongest Dual Techs to attack the top part first, since it's tougher. Have Ayla Charm items out of both halves before finishing them off.



Ocean Palace Revisited

Now move north through the Black Omen, defeating enemies and collecting items. Be sure to bring plenty of Shelters along, so that you can use them at every save point if need be.

Directly above the Mega Mutant fight are two Incognito enemies. As with the Blue Shield monsters from the Guardia Castle prison area, you must wait until the PeepingDoom monster behind the shield reveals itself. If you attack the shield, expect heavy casualties or locked techs.

Before the next save point is an enemy known as a Goon. Fighting a duo of these is like combating a minor boss, so use power and caution. Avoid using Lightning or Shadow magic, as they absorb both.

After saving and/or using a Shelter and continuing north, you will encounter the Boss Orb/Side Kick trio. These are tricky, but the payoff is big. They lock all techs and items, even if your status is protected. Attack the Boss Orb until it is gone, and then try to kill the Side Kicks before they run off. Don't attack the Side Kicks first, or the Boss Orb launches massive counterattacks. The Boss Orb yields 750 G, and each Side Kick is worth 500 EXP and 100 Tech Points! Therefore, if there are any techs your characters haven't learned, defeating these enemies makes it possible to catch up.



Transit Services

Continue fighting your way north until you reach a teleport pad. You are taken to another level, and then must ride the elevator down. Enemies will land on the pad as you descend, so keep your HP and MP up as best as possible.

Get off the elevator and continue moving north. Move from left to right or vice versa in large areas and collect the items from chests. In a large room with a save point are six chests that contain an Elixir, a Vigil Hat, two MegaElixirs, Nova Armor, and a Haste Helm. Near the top chest are two Nus. The left one sells the best consumable items, so stock up if you have plenty of money. The right Nu will ask if you want to "wake up." If you agree, you're transported back to the landing pad outside the Black Omen, where you can get back on the Epoch. Search the center of the north wall for a hidden door.



Tubsters

Move left in the next area to the cone of light, where a Tubster teleports in. Charm the Tubster for a Power Tab during your fight. Since the Tubster respawns every time you enter through the south door, you can Charm as many Power Tabs as you like. The only drawback is that Tubsters retaliate hard to everything you do, so use your strongest Triple Tech to destroy it right after you steal your item.



The Dark Stream

A never-ending stream of Ruminators runs across the top of the next area. Try to attack them when there are only three onscreen, since it's easier. Take out Ruminators with regular attacks only, and watch how they eat each other just to replenish HP and survive. After three hits on a single Ruminator, you will only be fighting one enemy! The chest beyond the Ruminator line contains a Zodiac Cape. Take it and move east.

Curves in the Path

Soon you'll be moving south. After fighting a Cybot and a Martello, look for a slightly hidden chest containing a Speed Tab in the lower right corner. There's another Speed Tab in the next room, and then another teleport pad. In the chambers afterward, you'll be moving mostly north again. Use the next save point, and get ready for another mutant.

BOSS: GIGA MUTANT

Upper HP: 5800	EXP: 1500	TECH: 80	G: 2000	WEAK vs: None	STRONG vs: N/A	UPPER CHARM: Wall Ring
Lower HP: 4950						LOWER CHARM: Hit Ring

Refrain from using regular attacks, because they only do minimal damage. The whole mutant seems impervious to attack and spells. However, Crono's Luminaire or Magus's Dark Matter techs work well. Otherwise, try magic-related sword techs such as Spire, Ice Sword 2, and Fire Sword 2. Focus major techs on the upper and lower body, and use Elixirs to restore HP and MP. The top half specializes in draining MP, so eliminate it first if you have to choose while targeting your techs.



Elevator 2

There isn't another save point for a while, so you may need to go back to the previous one. Then continue north to another teleport pad, and ride the next elevator.

Get off the elevator and move upward, fighting your way to the door at the top. Release a save point by destroying the four Panels. Another boss is just north of your location, so use a Shelter and save again.

BOSS: TERRA MUTANT

Upper HP: 7800	EXP: 2000	TECH: 100	G: 3800	WEAK vs: N/A	UPPER STRONG vs: N/A	UPPER CHARM: Muscle Ring
Lower HP: 20,000					LOWER STRONG vs: Attack, Absorbs Magic	LOWER CHARM: Power Seal

The HP numbers for this boss are somewhat misleading, since weapons or magic cannot damage the lower part. If you try, it will take the offending character's HP down to 1. Weapons can't hit the top part, so magic is the way to go.

Hit the whole creature with multiple-target magic techs like Luminaire, Flare or Dark Matter, and the top half will be damaged significantly. The bottom will absorb the magic, but will regain only 5% of what the top loses. In essence, the upper half has 27,800 HP at its disposal. When the bottom runs out of HP with which to revitalize the top half, both parts die.

Collect the items from the chests and return to the last save point to use a Shelter and/or save. Another boss fight is right after this.



BOSS: LAVOS SPAWN

HP: 10,000

EXP: 2450

TECH: 120 G: 2500

WEAK vs: N/A

STRONG vs: N/A

HEAD CHARM: Haste Helmet

SHELL CHARM: Safe Helm

The strategy for this creature is the same as the Spawns encountered at Death Peak. The only difference is that this one has more HP and its attacks are more devastating. Have Frog or Marle heal party members each turn while Crono executes Confuse and Ayla performs Triple Kick. Target the head only! Don't attack the shell, or the Lavos Spawn will launch a powerful counterattack.



Doors of Doom

Continue north past the two battles. Five Panel enemies will surround and attack your party. When they are eliminated, a save point appears and the final door opens. This is the *Final Save Point* of the Black Omen. Proceed past this point and you'll be taken straight through the final bosses and Lavos. So either head back to the entrance now to leave the Black Omen and continue your game, or use a Shelter and proceed.

BOSS: QUEEN ZEAL

HP: 12,000

EXP: 0

TECH: 0 G: 0

WEAK vs: N/A

STRONG vs: N/A

CHARM: MegaElixir

Every character in your party should know all of their techs, and should perform their strongest one each turn. Before your Battle Gauges can even fill, Her Majesty will drop the HP of all your characters to 1. Zeal will occasionally run up to a character and sock him or her in the face for 1 HP damage, or use her other physical attack which does roughly 100 HP of damage. Characters that get KO'd should be fed a Revive, and healed enough to survive Zeal's physical attacks; don't bother trying to get back to full HP. You can Charm a MegaElixir during the fight, and you'll get another when it's over.



BOSS: MAMMON MACHINE

HP: 18,000

EXP: 0

TECH: 0 G: 0

WEAK vs: N/A

STRONG vs: N/A

CHARM: MegaElixir

Physical attacks raise the Machine's DEF, and magic attacks increase ATK. It retaliates with a massive counterattack after several spells are cast on it. Spend the first few rounds getting everyone back up to full HP and MP. Keep everyone's HP close to max, so that the release of magic energy doesn't knock you out of the game. Avoiding physical attacks and techs, and keep performing spells like Luminaire, Flare, Shock or Dark Matter. Eventually you will see that the "Mammon M. stands still." At this point, you can assault the machine with whatever powerful techs you like. This is also when Charming a MegaElixir is possible.



BOSS: ZEAL

Face HP: 20000 EXP: 0 TECH: 0 G: 0 WEAK vs: N/A STRONG vs: N/A

Right Arm HP: 28000

Left Arm HP: 28000

RIGHT HAND CHARM: Prism Helm

LEFT HAND CHARM: Prism Dress

HEAD CHARM: MegaElixir

After all the hard work put into returning to full strength, Zeal shows up again. The previous battle wasn't even serious, it seems. Now Zeal is out to eliminate you, and it's a hard, uphill battle.

Attacking either hand causes her to reduce that character's HP to 1 or MP to 0. Use a MegaElixir after each major reduction. Focus all your attacks on the head, to avoid the retribution of the hands. Even if you don't attack the hands, she will perform the same attack as in the previous battle that takes the whole party to 1 HP. This time, you should heal everyone immediately, because she will perform a Delta Attack that damages by percentage, and it could end the game if you aren't careful. Instead of a low-level spell like Frog's Heal keep using MegaElixirs so that everyone stays healthy enough to survive.

Meanwhile, perform your most powerful Dual and Triple Techs on the head alone. When you defeat the Head, the hands will be eliminated as well.

Please note that the strategy detailed during your last encounter with Zeal does not work this time around. Do not waste any effort attempting it, and do not let your character's HP get low, ever. This form of Zeal will not hesitate to take advantage of weakness.



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1000 1000 1000 1000 1000 1000 1000 1000 1000 1000
SENT APOCALYPSE FUTURE END OF TIME

A D
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B C

SIDE QUESTS



NEW GAME + & ENDINGS

Defeat the game after resurrecting Crono. The ending you view is the "Beyond Time" Ending, and is only one of several possible endings to Chrono Trigger.

After the credits finish, you can go back to the save menu and start a "New Game +". This allows you to select one of your saves to start from, meaning that your equipment, levels, status, and techs are all usable from the very start! Some story-related items such as the Masamune will not be available, but everything else should be there to equip. This includes any consumable items you used during the final battle with Lavos, such as MegaElixirs and HyperEthers. Since you're starting your game from the save just before beating the final boss, it's as if you didn't use those medicines and tonics after all!

The main thing that is different about a New Game + is that you can attempt to defeat Lavos and end the game at any time. Depending on when you end the game, there will be a completely different ending and a new set of features in the Extras Menu!

ENDINGS

Beyond Time Ending

Extra Features Unlocked: "New Game +" Mode, Endings Menu.

This is the ending achieved after resurrecting Crono. It features the Millennial Fair Moonlight Parade and opens New Game + Mode. There are variations to this ending based on whether you recruited Magus, if Frog defeated Magus single-handedly, and if Lara is walking or still handicapped. Plus, if you used the Epoch to go to 1999 AD at any point, then it is destroyed during the Day of Lavos and won't be in the ending.

Magus Victorious

If you lose during the battle with Magus at his castle, he summons Lavos just as he planned...

Worst Ending

Anytime you are defeated by Lavos, you'll witness the events of the Day of Lavos, 1999. In spite of all your efforts, the future refused to change.



The first time Chrono Trigger is completed, movies 2 and 4-11 will be opened in the Extras Mode. The second time the game is completed, regardless of which ending is seen, movies 3 and 12 will be opened for viewing in the Extras Mode.

Reunion Ending

Extra Features Unlocked: "New Game +" Mode, Art Gallery, Present Monster Data.

Here's an ending where no one wants to resurrect Crono since Lavos is already defeated. After beating Dalton and regaining the remodeled Epoch, return to the End of Time and use the bucket to confront Lavos. Crono must still be dead in order to achieve this ending. This ending also varies depending on whether you recruited Magus, and whether you used the Epoch.

The Dream Project

Extra Features Unlocked: Middle Ages Monster Data; Triple in Tech Showcase.

In New Game + only, use the shining dot on the right pod of Lucca's device at the Millennial Fair, right after Marle joins up with Cronic in Leene Square. Or, beat Lavos in the Ocean Palace before Cronic's sacrifice. Speak to all the characters in the strange area, and you'll learn about *Chrono Trigger*'s development from the team itself!

The Successor of Guardia

Extra Features Unlocked: Future Monster Data, Single in Tech Showcase.

In New Game+ only, defeat Lavos with Cronic and Marle by using the shiny dot on the right pod of Lucca's device at the Millennial Fair, right after defeating Yakra and returning from 600 AD. You must do it before the Trial. Beat Lavos, and you'll return to Leene Square. Everyone has changed attitudes toward Marle...

Good Night Ending

Extra Features Unlocked: Treasure Maps for Dark Ages and End of Time, Music Box tracks 11-20.

Defeat Lavos right after the Old Man explains how the bucket at the End of Time works (when you first arrive at the End of Time), and before the battle with Zombor at Zenan Bridge. Use the right pod of Lucca's machine at Leene Square or use the bucket at the End of Time to reach the final boss. The credits include a lot of silly monster antics.

"Legendary Hero" Ending

Extra Features Unlocked: Dark Ages Monster Data, Music Box tracks 21-30.

This one occurs during the chapter titled "The Hero Appears." After slaying Zombor, defeat Lavos before receiving the Hero Medal from Tata. Immediately go back from Truce Canyon to the End of Time and use the bucket to reach Lavos. Defeat him, and you'll see an alternate ending involving Tata, the Legendary Hero. Also, it seems Robo has a girlfriend.

The Unknown Past Ending

Extra Features Unlocked: Music Box tracks 31-40, Treasure Maps for Present.

After seeing Tata chased out of the Denadoro Mountains, return to his house and speak to him. Take the Hero Medal from him and return to Truce Canyon. Use the Gate to return to the End of Time, and use the bucket to fight Lavos. This ending features the effect of quitting now in all the tasks you didn't perform yet, having missed two entire periods of time.

People of the Times Ending

Extra Features Unlocked: Music Box tracks 41-50, Treasure Maps for Middle Ages.

This ending features the Non-Player Characters encountered in the game. To view it, return to the End of Time and use the bucket right after defeating Nizbel and reclaiming the Gate Key from Azala at the Reptite Lair.

The Oath

Extra Features Unlocked: Music Box tracks 51-60.

This is an alternate ending where Frog goes to Magus's Lair alone and defeats his nemesis, breaking his curse. To view it, return to the End of Time and use the bucket immediately after delivering the complete Masamune to Frog at the Cursed Woods.

Dino Age Ending

Extra Features Unlocked: Prehistoric Age Monster Data, Treasure Maps for Future.

Dreptites dominate the planet instead of humans! After defeating Magus at his castle and being transported to 65,000,000 BC, return to the Styptic Mountains and return to the End of Time. Beat Lavos using the bucket, and this funny ending will occur.

What the Prophet Seeks...

Extra Features Unlocked: Dual in Tech Showcase, Treasure Maps for Prehistoric Age.

After the fall of the Tyrano Lair and before Schala opens the magic seal in the Ocean Palace, use the bucket to defeat Lavos. Much ado about Magus occurs.

A Slide Show?

Extra Features Unlocked: Boss Data, Music Box tracks 61-69.

This is a silly ending where Lucca and Marle review a lot of stuff that supposedly happened on the quest, but they're making it all up! Moreover, Crono actually speaks, so you know this has to be baloney! To view it, follow Schala through Zeal Palace until she opens the door with her pendant. DO NOT USE THE PENDANT AT THE MAMMON MACHINE! Return to the Time Gate in the cave on the ground below and enter it. At the End of Time, use the bucket to engage Lavos. It's really funny!

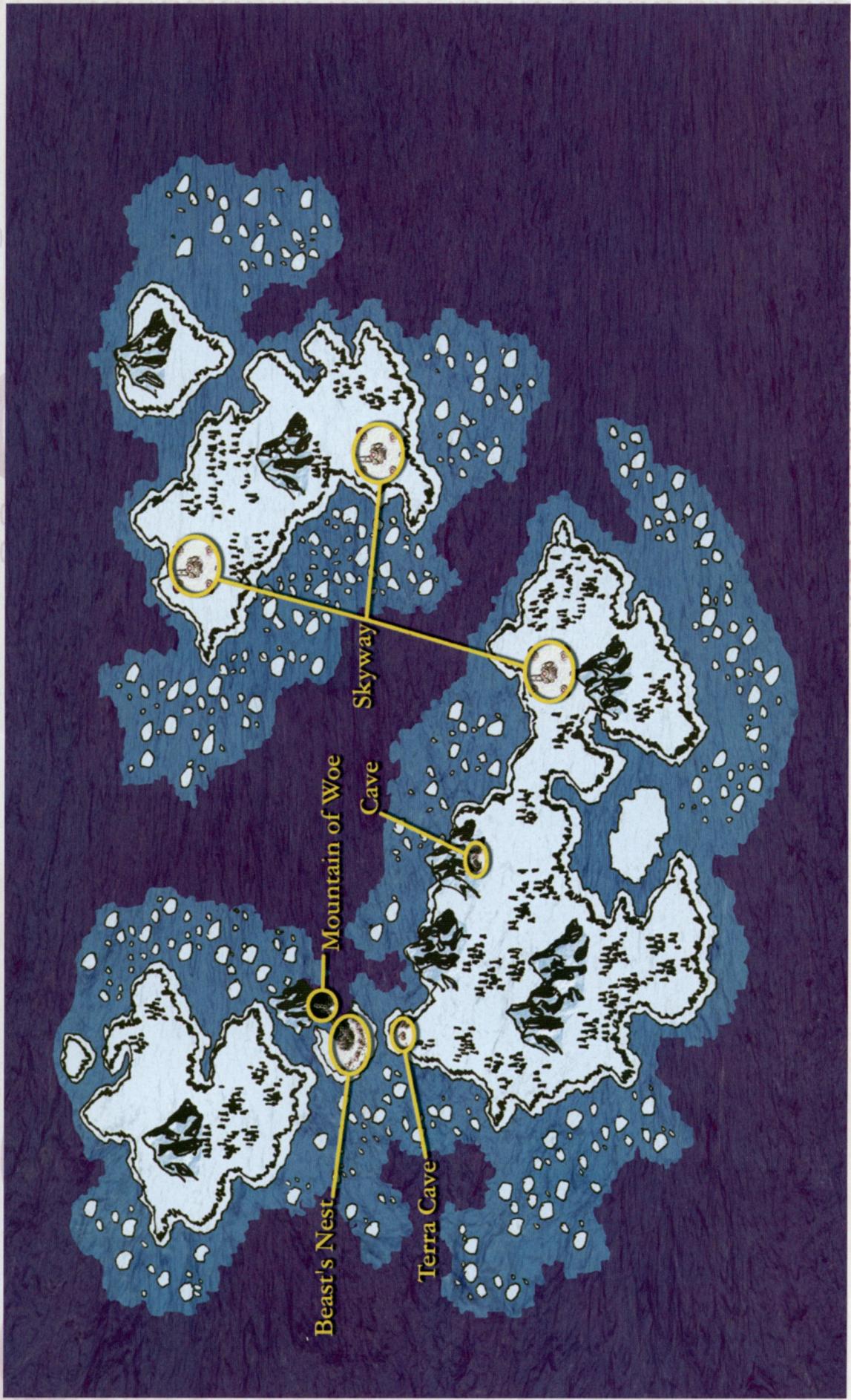
WORLD MAPS

PREHISTORIC — 65,000,000 BC

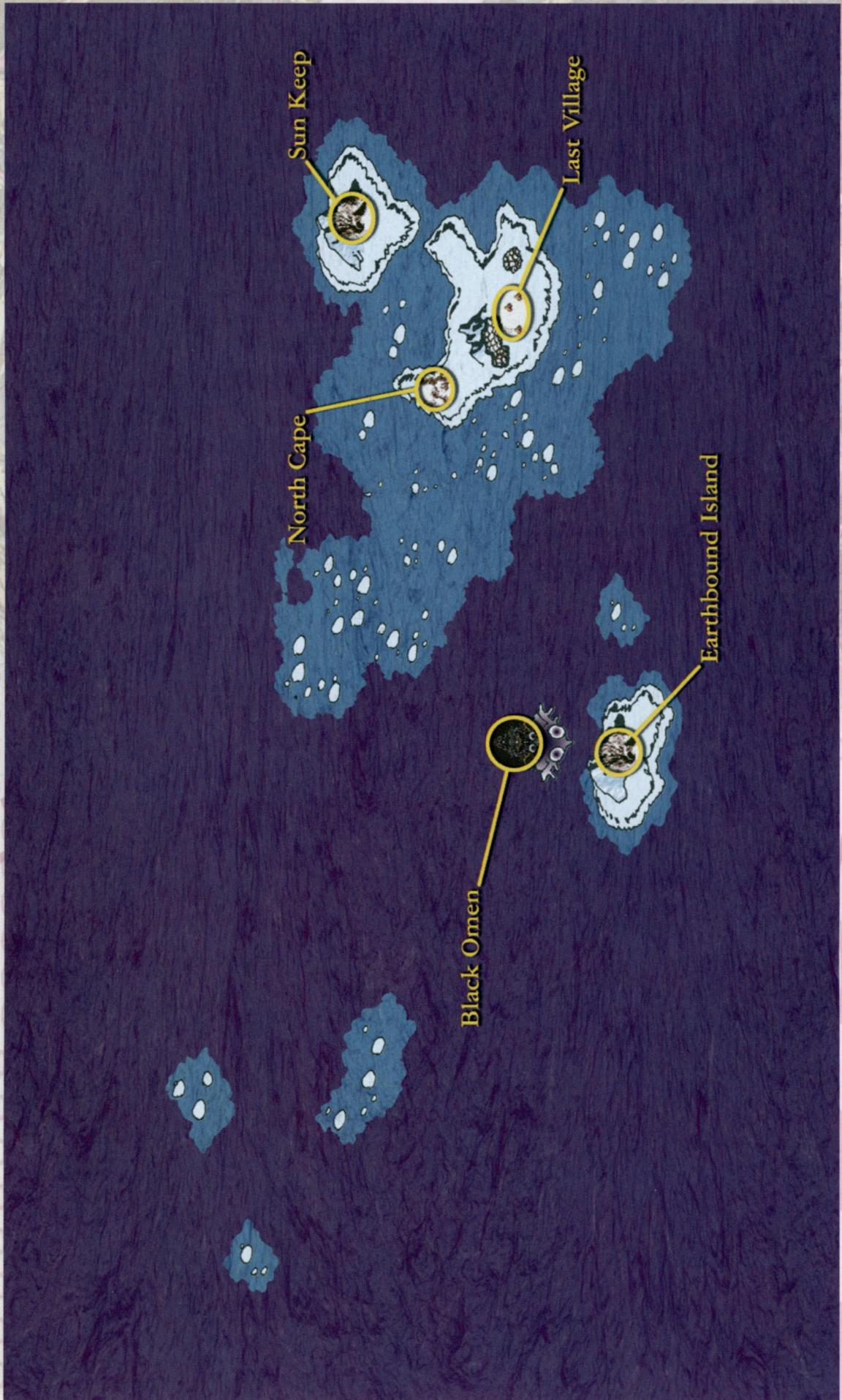
EVOLUTION & KINGDOMS



DARK AGES — 12,000 BC



DARK AGES [AFTER THE FALL] — 12,000 BC



MIDDLE AGES — 600 AD



PRESENT — 1000 AD





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Live Assistance. Canada: 1-900-451-HLUE [1-900-451-5583] \$1.50/min. Automated Tips only. Callers under 18 years of age must obtain permission from a parent or guardian before calling. Game tips are available for callers within the U.S. and Canada only. Touch-tone phone required.

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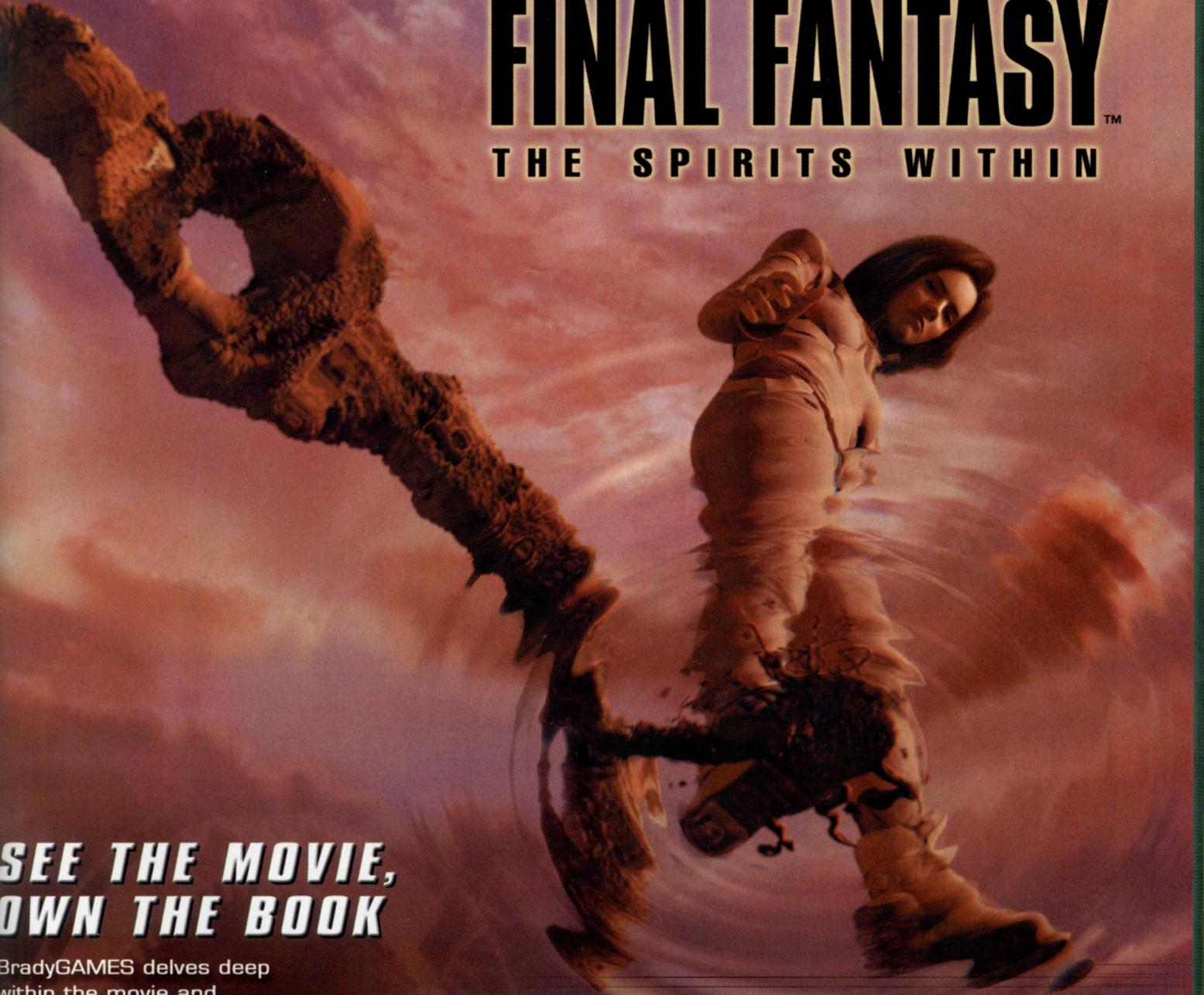
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